# ◣ Garrison Davis

Computer Science **+** Game Design

http://gdavis.io

## Education

**'17 B.S. Game Design and Development**, Rochester Institute of Technology, 2015-2017
**'14 A.S Information Systems**, Finger Lakes Community College, 2013-2014

## Employment

**Software Engineer**, Proletariat: a Blizzard Entertainment Studio,  July 2020 - Current

- Delivering success, stability, enhancement of core technologies, and improved player experience in acclaimed titles including *World of Warcraft* and *Spellbreak*.
- Building tools, documentation, and cross-disciplinary relationships with artists and other creatives to understand, support, and improve content pipeline / processes.
- Planning months of development work for myself and a team of engineers using Software Engineering concepts to define concrete requirements, break requirements into tasks, group tasks into releases, and maintain / communicate release timeline.
- Reinforcing a positive team atmosphere by fostering knowledge-sharing, creating opportunities to teach and listen, and giving purposeful recognition and thanks.

**Game Developer**, Darkwind Media,  January 2015 - July 2020

- 4+ shipped multiplatform games and enterprise applications.
- Delivering efficient and maintainable content within deadlines on performance-sensitive platforms including mobile, console, and VR devices.
- Regular public and external relations work with clients and customers.

## Skills

- 7+ years professional experience in Computer Science, Engineering, Game Dev
- 5+ years professional experience in Unity, C#.
- 2+ years professional experience in C++, Unreal, networked multiplayer games.
- 2 years front/backend webdev including node.js, javascript, html/css, developing/using RESTful APIs, and cloud application platforms such as Heroku.
- Experience maintaining and extending automation / build pipelines including Jenkins, Ant, Groovy, and batch scripting.
- Database design and development including InfluxDB, Oracle, MySql, Redis, and MongoDB.
- Agile development practices and tools including Jira, Trello, continuous integration.
- Working knowledge of many other languages and dev tools including python, Visual Studio, JetBrains Rider, and desire/skill to quickly learn any new language/tool.
- Deep interest in graphics programming including OpenGL, DirectX11, shading languages, and vector calculus.
- Much experience with technical game engineering skills/concepts including: UI, patching, file system emulation/wrappers, performance profiling/optimization, etc.
- Years of experience with version control systems including git, perforce, mercurial.
- Driven self-starter attitude that works great individually and as part of a team.