

# ▼ Garrison Davis

Constantly iterating  
<http://gdavis.io>

## Employment

**Senior Software Engineer**, Blizzard Entertainment (acquired Proletariat Inc)

July 2020 - Current

- Delivering success, stability, enhancement of core technologies, and improved player experience in acclaimed live-service games including *World of Warcraft* and *Spellbreak*.
- Building tools, engine features, documentation, and cross-disciplinary relationships with artists and other creatives to deeply understand, empathetically support, and measurably improve our content pipeline / processes.
- Leading the planning and execution of months of work for small teams of engineers.
- Applying Software Engineering concepts to define requirements, break requirements tasks, group tasks into releases, and maintain / communicate release timeline.
- Achieving many >500% speed improvements to authoring workflows, saving designers and artists dozens of hours and counting over status quo methods.
- Mentoring junior and mid-level engineers, understanding their skill sets and helping them increase their impact and confidence.
- 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

- 9+ years professional experience in Software Engineering, Game Development
- 5+ years in C++, Unreal, C#, Unity, 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.
- Regular database design, development, interfacing, including Oracle, InfluxDB, MySQL, Redis, and MongoDB.
- Automation / build pipelines including Jenkins, Ant, Groovy, Docker, batch scripting.
- Agile development practices and tools including Jira, Trello, continuous integration.
- Working knowledge of many other languages and dev tools including Python, Java, Visual Studio, GitHub Copilot AI, and desire/skill to quickly learn a new tool/language.
- Deep interest in graphics programming including OpenGL, DirectX11, shading languages, and vector calculus.
- Much experience with technical game engineering skills/concepts including: UI, patching, I/O, performance profiling/optimization, etc.
- Many years experience with version control systems including git, perforce, svn.

## Education

- **B.S. Game Design and Development**, Rochester Institute of Technology