

QUENTIN DAVIS

C++ | C# GAME
PROGRAMMER



ADDRESS

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EMAIL

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I am a programmer with 3 years of experience and continuously growing! I have a game design mindset and a passion for creating and playing games. I possess a great understanding of object-oriented programming. I am eager to collaborate with a studio, where I can showcase my excellent communication, technical and problem-solving skills. As I am sure my experience in prototyping, debugging, iterative design, attention to detail, and dedication can help elevate any project! As a designer and programmer by heart, I intuitively know how to improve on weaker aspects of game design while reviewing and playing games.

WEBSITES & SOCIAL LINKS

LinkedIn: [Quentin Davis | LinkedIn](#)

GitHub: [Code Example](#)

EDUCATION

Bachelors Degree in Computer
Science
[University of Phoenix](#)

Currently pursuing

Associates in Computer Science
[Pensacola State College](#)

Transferred

SKILLS

• SQL (Programming Language)

WORK EXPERIENCE

JUNIOR PROGRAMMER

AI for Better Lives/Remote/Jan 2020-Present

- Design and implement efficient low-level systems to support higher-level pipelines
- Debug and maintain responsibility for written code
- Collaborate with senior programmers to ensure all project deadlines are met
- Interact and communicate effectively with management, while independently working on assigned tasks with limited supervision
- Worked on a WinForms knowledge representation tool which enables end users to store real world knowledge in a database used for AI applications

UNREAL C++ DEVELOPER

Independent Project/Remote/Mar 2018-Present

- Develop state-of-the-art AI technology to create AI behaviours and abilities
- Implement cutting-edge menus with grid-based inventory in C++, allowing users to decide which items to equip inside the widget
- Resolve challenging and complex problems around the Unreal engine to create a seamless user experience

MEMBER SERVICE REPRESENTATIVE

- HyperText Markup Language (HTML)
- Adobe Photoshop
- Unreal Engine
- C++
- C#
- Game Development
- Visual Studio
- Object-Oriented Programming
- Documented Design
- Visual Code
- GitHub
- Gameplay Programming
- Visual Basic
- Games Testing
- Communication (verbal and written)
- Teamwork
- Clip Studio Paint
- Microsoft Office

Navy Federal Credit Union/Pensacola/Mar 2018-Sep 2019

- Analysed, researched, and resolved problems and discrepancies related to member's accounts/loans
- Communicated effectively with internal team members as well as external parties, including members and their close families
- Regularly communicates and coordinates with financial institutions to obtain member information. (Payoffs, interest rates, payment, etc.)
- Counsels members regarding appropriate loan options, and loan status and maintains confidentiality of members' information.

GAME ADVISOR & SALES REPRESENTATIVE

GameStop/Pensacola/Nov 2015-Jan 2017

- Greeted incoming customers
 - Provided customers with technical support in person and via telephone
 - Operated cash register, including scanning merchandise and cash tendering
 - Oversaw store inventory levels and restock as needed
 - Collected and entered customer information for reservations, trade-ins, returns, defective merchandise, subscription, and memberships
 - Increased customer confidence and loyalty by providing courteous and prompt responses
 - Resolved customer complaints and/or appropriately escalate customer concerns to management when needed
 - Educated customers on different promotions or specials and suggested products when appropriate
 - Monitored surroundings for theft or any action that is illegal and or against company policy than need to be reported to management
 - Floated to different locations for support staffing needs
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