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# Languages

Brett Davis

VR Software Developer

## Professional Summary

Multifaceted Software Developer well-versed in every aspect of producing VR games and experiences. Stays on top of demands in fast-paced environments by prioritizing based on impact versus time to complete. Knowledgeable about Unity development, game design, and debugging.

## Related Experience

### Lead Software Developer | Aaru Entertainment | Sept. 2021 - Dec. 2024 Remote (Tulsa OK, Bixby OK)

 Created and maintained code bases for training simulators used for police and firefighters

 Developed *'Sassin*, a VR freerunning, parkour, and assassination game from

C#

Unity C

Python SQL HTML CSS

Javascript

# Skills

★★★★★

★★★★★

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initial concept through release using .NET C#, SQL, and Unity technologies Tested game builds to ensure functionality, stability, and adherence to design specifications

Optimized game performance by identifying and addressing bottlenecks in code and rendering processes

Balanced multiple VR projects simultaneously, maintaining high quality while meeting strict deadlines

Created initial company website using frontend and backend technologies, including HTML5, CSS, and Javascript

Developed and maintained multiple internal tools using various technologies, including SQL, Batch, and Python

 Interpersonal and written communication

 Debugging

 Multitasking  Teamwork

 Time management  Task prioritization

# Education

## Other Experience

ADC Attendant | Goodwill Industries | July 2018 - Jan. 2022 Tulsa County, OK

Campaign Manager | Indigo Promotions | Jan 2018 - July 2018 Tulsa, OK

Cake Decorator | Reasors | July 2015 - Dec 2017 Tulsa, OK

## Projects

### Holberton School (Atlas School)

Sassin

https://store.steampowered.com/app/2582450/Sassin/

Released Nov 2024

### Jan. 2020 - Sept. 2021

Tulsa, OK

Diploma in Computer Science and Full Stack Web Development Specialization in AR/VR Development

 20-month hands-on, peer learning program with a project-based curriculum

 Focus in web development technologies, including HTML, CSS, JavaScript, as well as backend technologies such as SQL, Python, and C

 Developed a multiplayer VR game using C# and Unity that blends effortless freerunning and parkour with a predator vs prey style of gameplay

 Created a complex stabbing system that allows the user to use their dagger as a tool to further enhance mobility

### VR Training Simulators

Police Training Simulator:

 Developed using C# and Unity through collaboration with Bixby Police.  Scenarios available for traffic stops and active shooter training.

Firefighter Training Simulator:

 Developed using C# and Unity through collaboration with Bixby Fire Department

 Search and rescue and first-aid scenarios available in a realistic house fire situation