

Jerry Davis

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SUMMARY

Game Developer and Game Designer with over 2 years of award-winning programming experience, a successfully shipped commercial game add-on for Dungeons & Dragons, and experience working on large code bases servicing 4.5 million users.

EXPERIENCE

Lead Game Developer

Silverwind Workshop

February 2022 – Current

- Performed 100% of design, development, and release of well-reviewed Dungeons & Dragons game add-on via Roll20 online Marketplace that replaces the rigid class system of the base game with 29 innovative skill trees while adding 65 new spells, 19 new weapon types, 77 new craft-able items, and 7 example characters. [Free demo](#) available on portfolio website.
- Currently leading a team of 6 interdisciplinary developers in developing a new commercial Steam video game focused around invention, weapon-smithing, and dungeon crawling via weekly stand-up meetings and sprints that follow SCRUM industry guidelines and creation of Game Design Document.
- Developed and designed primary & secondary gameplay loops, player/NPC/Monster controller suite, enemy AI, weapon evolution system, invention system, user interface, and lighting.
- Directed Sound Designer/Composer and 3d Artist to insure adherence to game concept and theme.

Senior Associate Developer

Infosys

March 2021 – March 2023

- 100% of experience performed directly for BlueShield of California client as a Software Engineer contractor.
- Reduced web application overhead for 50% of pages through optimization of pre-existing code.
- Developed, bug-fixed, and performed code analysis of codebase used by 1 in 9 Californians.
- Led a team of 5 agile software engineers while providing Knowledge Transfers for Portal Support Team, Urgent Solutions Team, and Junior Associates.

PROJECTS

Mighty Morphin' Motorcat – Game Maker's Toolkit (GMTK) Game Jam 2024 "Built to Scale"

Link: <https://www.silverwindworkshop.com/MMM>

- Lead team of 4 interdisciplinary Unity developers using industry standard SCRUM methodology via daily stand-ups.
- Designed puzzle racer primary gameplay loop, growing/shrinking mechanics, four types of puzzle obstacles, and user interface.
- Programmed player movement, growing, shrinking, success/failure mechanics, helicopter stop light, user interface, Title/Game Over/Victory Screens, and particle effects.

Black Friday – GameDevTV Game Jam 2024 "Last Stand"

Link: <https://www.silverwindworkshop.com/BlackFriday>

- Lead team of 6 interdisciplinary Unity developers using industry standard SCRUM methodology via daily stand-ups.
- Designed tower defense primary gameplay loop, map layout, and theming.
- Programmed turret store, turret building, turret abilities, and user interface. Assisted in programming and bug-fixing character movement and melee attack.

EDUCATION

Bachelor's of Computer Science

Arkansas State University

August 2016 – May 2020

- Graduated with Cum Laude.

SKILLS

Programming Languages: C#, C++, JavaScript, Java, Python

Hard Skills: Unity, Gamemaker Studio, Git, Jira, Trello, Agile, Scrum Methodology, MS Azure, Systems Design, Game Design, Mathematics, Problem Solving, Debugging

Soft Skills: Communication, Leadership, Positive Attitude, Time Management, Team Player, Teamwork, Critical Thinking