

# Stanley Davis

Game Developer

**Portfolio:** [standavis.dev](https://standavis.dev)

**Email:** [stanley.samson.davis@gmail.com](mailto:stanley.samson.davis@gmail.com)

**LinkedIn:** [linkedin.com/in/stan-davis](https://linkedin.com/in/stan-davis)

**Phone:** 07503834590

## PROFILE

I am an enthusiastic and creatively driven programmer with a keen interest in building gameplay systems. I am currently located in the Bristol area and ready to start work immediately.

## WORK HISTORY

### **The Polygon Loft - Bristol** (2024 - Present)

- Primarily working on Piece By Piece, a commercial game project (*details in portfolio*).
- Primarily focused on programming and creating various gameplay and UI elements.
- Creating custom shaders to fit a specification.
- Worked on two other unannounced projects.

### **Tesco Colleague - Yate** (2022 - 2024)

### **Honest Burgers - Bristol** (2021 - 2022)

### **Early Work History** (2016-2019)

References are available upon request.

## SKILLS

- 1.5 years building a commercial game project in Unity Engine and C#.
- 6+ years of game development and programming various projects using C++, C#, alongside SDL2, DirectX, Unity Engine, and Godot Engine.
- Use of source control including Git and Plastic SCM alongside project management tools such as JIRA and ClickUp.
- Use of other languages including JavaScript, and LUA.
- Use of third-party software such as Blender, Maya, Photoshop, and Ableton Live.
- Excellent communication, problem-solving, and team-working skills.
- Willing to learn and pick up new skills.

## EDUCATION

### **University of the West of England** (2019 - 2022)

Graduated with an upper-division second-class bachelor's degree in Games Technology.

### **Truro College** (2015-2017)

Awarded a DMM grade BTEC Extended Diploma in Music Technology Level 3.

### **Poltair School** (2012-2015)

9 GCSEs grade B-C inc. Maths & English.