Stan Davis

Games Programmer

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Portfolio: standavis.dev

PROFILE

I am an enthusiastic and creatively driven programmer with over 3 years experience in games development. This has provided me an extensive knowledge of various languages, and game engines including C++, C#, and Unity. I have a keen interest in building various gameplay systems, and I am constantly learning new skills through personal development.

Feel free to check out my portfolio to see all of my recent projects.

SKILLS

Languages	Game Engines / APIs	Other Skills
C++	Unity	Git
C#	Godot	Collaboration (Slack / JIRA / Teams / Zoom)
Swift / SwiftUI	Unreal	Web (HTML / CSS)
LUA	DirectX	Video Editing (Premiere Pro)
Rust		Music Production / Sound Design (Ableton Live / FL Studio)

WORK HISTORY

Tesco Colleague (2022 - Present)
Stocking products and customer service.

Honest Burgers (2021 - 2022)
Serving food, drinks, taking payments, and providing customer service.

The Berkeley - Wetherspoons (2018 - 2019)
Serving drinks, taking payments, and customer service.

EDUCATION

Games Technology BSc (Hons) (2019 - 2022)
University of the West of England
Grade: **2:1**

BTEC Extended Diploma in Music Technology Level 3 (2015-2017)
Truro College
Grade: **DMM**

9 GCSEs (inc. Maths & English) (2012-2015)
Poltair School
Grade: **B-C**

HOBBIES & INTERESTS

Gaming, Game Design, Programming, Music Production, Building Lego