

Stanley Davis

Game Developer

Portfolio: standavis.dev

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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.
- Writing code that is scalable and maintainable across various systems including gameplay, UI, systems, dev utilities, and input handling.
- Use of source control with PlasticSCM and Git, and issue tracking with JIRA and ClickUp.
- Technical art including shaders, VFX, and animations.
- Working 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.