

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#, Unity, and Unreal. I have a keen interest in building various gameplay systems, and I am constantly learning new skills through personal development. Check out my portfolio for selection of my previous and current projects.

SKILLS

Languages

C++
C#
LUA
HLSL
Swift / SwiftUI
Rust

Game Engines / APIs

Unity Engine
Unreal Engine 4
DirectX
SDL2
Godot Engine

Other Skills

Git
Collaboration (Slack / JIRA / Teams / Zoom)
Web (HTML / CSS / JavaScript)
Video Editing (Premiere Pro)
Music Production / Sound Design (Ableton Live / FL Studio / VST Plugins)

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.

Early Career (2015-2017)

Feel free to ask for further details.

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, Sound Design, Building Lego