

THOMAS DAVIS

Game Designer

(206) 900-1830

www.linkedin.com/in/thomas-davis-5358b5153

tarvon000@gmail.com

TECHNICAL SKILLS

Programs

- Adobe Photoshop
- Unity
- Visual Studio
- Maya
- Adobe Illustrator
- Zero (DigiPen's proprietary engine)

Design Skills

- Narrative design
- Rapid prototyping
- Playtesting
- UI/UX design
- System design
- Level design
- Persona creation

Programming Languages

- C
- C++

Scripting Languages

- C#
- JavaScript
- Zilch (DigiPen's proprietary language)

EDUCATION

DigiPen Institute of Technology

- Bachelor of Arts in Game Design, minors in Art and English
- Graduated December 2020

ACADEMIC PROJECTS

Designer (Campaign Quest)

DigiPen game project

Turn-based fantasy political debate RPG

September 2018 – December 2020

- Scripted in Unity with dialogue trees and 16 political parties based on choices made in game
- Wrote setting bible and hundreds of lines of dialogue
- Playtested several prototypes
- Designed gameplay mechanics, narrative, and UI/UX

Designer (Judgment: Heaven on Earth)

DigiPen worldbuilding project, tabletop RPG, and text adventure game

January 2018 – December 2018

- Developed a worldbuilding document and full narrative game document
- Researched various aspects of real and fictional worlds relevant to the worldbuilding process
- Created a rulebook containing setting information and all necessary rules to play or gamemaster the RPG
- Ran a short sample adventure built for the system and iterated based on feedback
- Scripted text adventure game in Twine

Designer (Rocket Go Fast!)

DigiPen game project

Fast-paced 2D rocket guidance game with gravity

September 2017 – September 2018

- Scripted prototypes in Unity with top-down gravity-based movement and acceleration
- Researched similar games
- Playtested several prototypes
- Designed levels and gameplay mechanics