THOMAS DAVIS

Game Designer

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SKILLS

Design: Systems design, narrative design, worldbuilding, UI/UX design, rapid prototyping, playtesting

Programming: C, C++, C#, JavaScript, Lua

Tools: Unity, Visual Studio, Adobe Photoshop, Adobe Illustrator, Maya, Microsoft Word, Excel, GIMP, Twine

Education: DigiPen Institute of Technology (Graduated December 2020 with a Bachelor of Arts in Game Design and minors in Art and English)

PROJECTS

Beneath a Hateful Sun (Independent game project; September 2025 – Present)
Turn-based single-player 4X inspired by Gnostic theology

- Scripted a procedurally generated hex-based tilemap in Unity, increasing replayability and rewarding players for exploration.
- Designed, iterated, and expanded on gameplay mechanics over many rounds of playtesting to create strategic depth and multiple balanced approaches to victory
- Wrote hundreds of lines of prose and flavor text for in-game events, reinforcing the game's Gnostic themes and facilitating the creation of emergent narratives involving tough choices.
- Created dozens of original sprites and UI elements in GIMP, developing the game's unique visual style and atmosphere.

Campaign Quest (DigiPen game project; September 2018 – December 2020)
Turn-based fantasy political debate RPG

- Scripted a political alignment matrix in Unity with 16 parties based on decisions made in game, allowing the player character's platform to develop naturally from their dialogue choices.
- Wrote a setting bible and hundreds of lines of dialogue trees, facilitating player immersion in the game's world and narrative.
- Designed and playtested a "rock-paper-scissors" discursive combat system to ensure NPC opponents' moves were sufficiently telegraphed for the player to make informed tactical choices.

Rocket Go Fast! (DigiPen game project; September 2017 – September 2018)
Fast-paced 2D rocket guidance game with gravity

- Scripted and playtested prototypes in Unity with top-down gravity-based movement and acceleration to ensure the core gameplay could be engaging.
- Researched similar games to better familiarize myself with the genre's conventions and the ways in which they could be learned from and innovated on.
- Designed, iterated, and expanded on levels and gameplay mechanics over many rounds of playtesting to discover and mine as much of the game's design space as possible.