­Dustin X. Davis

Producer

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Key Skills

|  |  |  |  |  |  |  |  |
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| **Management:**  Task and schedule creation  Project backlogs  Setting and maintaining scope  Sprint Planning  Sprint Retrospective  Risk analysis and mitigation  Removing blockers  Performance reviews  Postmortems | |  | | **Development:**  Creative art direction  Creative marketing and advertising  2D storyboarding and illustration  Pitching and Presentations  Documentation writing: GDD, ASG, LDD, ADP  Concept, Statement of Work  Kleenex, Usability, and Playtest  (running, analysis and reports) | | **Methodologies and Tools:**  Agile with Scrum  Scrum Master, Scrum Boards  Wiki Building  Perforce and SVN  JIRA/ Confluence  Unreal Development Kit  Adobe Photoshop and Illustrator  Audacity  Microsoft Office Suite | |
| Game Development Producer | | | | | | |
| PRODUCTION ANALYST  Gearbox Software, Frisco, TX | | |  | |  | |
| 3 years, 2014 – Current  During development of:  Borderlands: the Pre-Sequel  Homeworld Remastered  Battleborn  Unannounced titles | | |  | | Evaluation of production software  Maintained company-wide headcount and project assignments  Liaison for external developers on multiple titles  Created and maintained org charts, project calendars, and other project development graphics  Aided project staffing transitions, data analytics  Served as Scrum Master and producer for UI, Systems, Player Character, and Gamefeel teams on Unannounced Title  Administered Sprint Retrospectives and Sprint Planning  Team Sizes 5-12, Project size 180+ | |
| PRODUCER | | |  | |  | |
| ***Hymn of the Sands***  The Guildhall at SMU  14 Developers  Unreal Development Kit  5 months, 2013  Isometric Action/Puzzle | | |  | | Maintained schedule and clearing project blockers  Approved content and gameplay  Served as Scrum Master  Maintained project wiki and documentation  Ran Kleenex tests, Usability tests, and Playtests  Administered Sprint Retrospectives and Sprint Planning | |
| ART PRODUCER | | | | | | |  | |  |
| ***Kraven Manor***  The Guildhall at SMU  13 Developers  Unreal Development Kit  5 months, 2013  First-Person Horror  **www.kravenmanor.com** |  | | | | Developed art themes, direction and ASG documentation  Prioritized asset requests, kept art scope and schedule  Approved art content  Developed game audio and game narrative  Developed 2D art content for user interface and decals  Ran Kleenex tests, Usability tests, and Playtests  Administered Sprint Retrospectives and Sprint Planning | |
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Other Professional Experience

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| SUPPORT SUPERVISOR |  |  |
| ***Apple Computer, Inc.*** | Austin, TX | September 2001 – August 2006 |
| Teams of 8-20 | * Managed support team and call escalation for Apple Direct sales * Provided and developed email support for .mac and iTunes | |
| GRAPHIC ARTIST/ DESIGNER II | |  |
| ***INTEK Consultants*** | Austin, TX | May 2000 – June 2001 |
| Team of 10 | * Provided web design for Intek and clients * Served as graphic artist for in-house software development | |
| SUPPORT STAFF/ WEB DESIGNER | |  |
| ***CCS Internet*** | Austin, TX | November 1998 – May 2000 |
| Team of 6 | * Provided web design for CCSI and clients * Provided technical support for ISP customers | |

Education

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| Master of Interactive Technology, Digital Game Development | | |
| ***The Guildhall***  ***at Southern Methodist University*** | Plano, TX  Specialization in Production  Student portfolio site:  www.vaguelyawesome.com | January 2012 - December 2013 |
| Master of Arts, Advertising | |  |
| ***The University of Texas***  Texas Creative Program | Austin, TX  Specialization in Art Direction | September 2006 – May 2008 |
| Bachelor of Science, Computer Science | |  |
| ***The University of Texas*** | Austin, TX | September 1994 – May 1998 |

Dean’s Scholars Natural Sciences Honors Program

Thesis

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| Procedural Game Balance (WELD) | |
| ***The Guildhall***  ***at Southern Methodist University*** | * Tests the usefulness and viability of procedural balancing systems * Involves research and development of a simple Real time Strategy (RTS) game and an automated playtesting system for unit properties (“upgrades”) * Programmatically generates balance formulae for an upgrade’s numerical values by means of extensive automated playtesting * Creates “balanced” versions of end-user’s upgrade concepts |