­Dustin X. Davis

Producer

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Key Skills

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| **Management:**Task and schedule creationProject backlogsSetting and maintaining scopeSprint PlanningSprint RetrospectiveRisk analysis and mitigationRemoving blockersPerformance reviewsPostmortems |   | **Development:**Creative art directionCreative marketing and advertising2D storyboarding and illustrationPitching and PresentationsDocumentation writing: GDD, ASG, LDD, ADP Concept, Statement of WorkKleenex, Usability, and Playtest (running, analysis and reports) | **Methodologies and Tools:**Agile with ScrumScrum Master, Scrum BoardsWiki BuildingPerforce and SVN JIRA/ ConfluenceUnreal Development KitAdobe Photoshop and IllustratorAudacityMicrosoft Office Suite |
| Game Development Producer |
| PRODUCTION ANALYSTGearbox Software, Frisco, TX |  |  |
| 3 years, 2014 – CurrentDuring development of:Borderlands: the Pre-SequelHomeworld RemasteredBattlebornUnannounced titles |  | Evaluation of production softwareMaintained company-wide headcount and project assignmentsLiaison for external developers on multiple titlesCreated and maintained org charts, project calendars, and other project development graphicsAided project staffing transitions, data analytics Served as Scrum Master and producer for UI, Systems, Player Character, and Gamefeel teams on Unannounced TitleAdministered Sprint Retrospectives and Sprint PlanningTeam Sizes 5-12, Project size 180+ |
| PRODUCER |  |  |
| ***Hymn of the Sands***The Guildhall at SMU14 DevelopersUnreal Development Kit5 months, 2013 Isometric Action/Puzzle |  | Maintained schedule and clearing project blockersApproved content and gameplayServed as Scrum MasterMaintained project wiki and documentationRan Kleenex tests, Usability tests, and PlaytestsAdministered Sprint Retrospectives and Sprint Planning |
| ART PRODUCER |  |  |
| ***Kraven Manor*** The Guildhall at SMU13 DevelopersUnreal Development Kit5 months, 2013First-Person Horror**www.kravenmanor.com** |   | Developed art themes, direction and ASG documentationPrioritized asset requests, kept art scope and scheduleApproved art contentDeveloped game audio and game narrativeDeveloped 2D art content for user interface and decalsRan Kleenex tests, Usability tests, and PlaytestsAdministered 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
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| 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
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| 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
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Education

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| Master of Interactive Technology, Digital Game Development |
| ***The Guildhall*** ***at Southern Methodist University*** | Plano, TXSpecialization in ProductionStudent portfolio site:www.vaguelyawesome.com | January 2012 - December 2013 |
|  Master of Arts, Advertising |  |
| ***The University of Texas***Texas Creative Program | Austin, TXSpecialization 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
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