

DUSTIN X. DAVIS

Producer

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Key Skills

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

Other Professional Experience

SUPPORT SUPERVISOR		
<i>Apple Computer, Inc.</i> Teams of 8-20	Austin, TX	September 2001 – August 2006
	<ul style="list-style-type: none"> Managed support team and call escalation for Apple Direct sales Provided and developed email support for .mac and iTunes 	
GRAPHIC ARTIST/ DESIGNER II		
<i>INTEK Consultants</i> Team of 10	Austin, TX	May 2000 – June 2001
	<ul style="list-style-type: none"> Provided web design for Intek and clients Served as graphic artist for in-house software development 	
SUPPORT STAFF/ WEB DESIGNER		
<i>CCS Internet</i> Team of 6	Austin, TX	November 1998 – May 2000
	<ul style="list-style-type: none"> Provided web design for CCSI and clients Provided technical support for ISP customers 	

Education

Master of Interactive Technology, Digital Game Development		
<i>The Guildhall</i> <i>at Southern Methodist University</i>	Plano, TX Specialization in Production Student portfolio site: www.vaguelyawesome.com	January 2012 - December 2013
Master of Arts, Advertising		
<i>The University of Texas</i> Texas Creative Program	Austin, TX Specialization in Art Direction	September 2006 – May 2008
Bachelor of Science, Computer Science		
<i>The University of Texas</i> Dean's Scholars Natural Sciences Honors Program	Austin, TX	September 1994 – May 1998

Thesis

Procedural Game Balance (WELD)	
<i>The Guildhall</i> <i>at Southern Methodist University</i>	<ul style="list-style-type: none"> 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