

# 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  
Tableau  
JIRA/ Confluence  
Unreal Development Kit  
Adobe Photoshop and Illustrator  
Audacity  
Microsoft Office Suite

## Production Experience (Game Development)

### ASSOC. PRODUCER, PRODUCTION ANALYST Gearbox Software, Frisco, TX

2014 – 2017

During development of:

*Borderlands: the Pre-Sequel*

*Homeworld Remastered*

*Battleborn*

Unannounced titles

Team Sizes 5-12, Project size 180+

Ran evaluations of production software

Maintained company-wide headcount and project assignments

Served as 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

### PRODUCER, ART PRODUCER The Guildhall at SMU, Plano, TX

2013

During development of:

*Hymn of the Sands*

*Kraven Manor*

(www.kravenmanor.com)

Team Sizes 12-14

Maintained schedule and cleared 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

Developed art themes, direction and ASG documentation

Prioritized asset requests, kept art scope and schedule

Developed game audio and game narrative

Developed 2D art content for user interface

## Other Professional Experience

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

## Education

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

## Thesis

<b>Procedural Game Balance (WELD)</b>	
<i>The Guildhall</i> <i>at Southern Methodist University</i>	<ul style="list-style-type: none"> <li>• Tests the usefulness and viability of procedural balancing systems</li> <li>• Involves research and development of a simple Real time Strategy (RTS) game and an automated playtesting system for unit properties (“upgrades”)</li> <li>• Programmatically generates balance formulae for an upgrade’s numerical values by means of extensive automated playtesting</li> <li>• Creates “balanced” versions of end-user’s upgrade concepts</li> </ul>