

# Stanley Davis

Gameplay Programmer

**Portfolio:** [standavis.dev](http://standavis.dev)

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## PROFILE

I am an enthusiastic and creatively driven programmer with a keen interest in building gameplay systems. I am currently located in the Bristol area with a 2 week notice period and am willing to relocate.

## EDUCATION

**University of the West of England** (2019 - 2022)

Graduated with an upper-division second-class bachelor's degree in Games Technology.

- Created multiple game-related projects using C++, C# & Unity, and Unreal Engine.
- Learned strong practices for writing clear maintainable code.
- Worked as part of a large cohort to create a single project (*Kojima Wars*) and learned to use project management tools such as GitHub Issues & JIRA.

**Truro College** (2015-2017)

Awarded a DMM grade BTEC Extended Diploma in Music Technology Level 3.

**Poltair School** (2012-2015)

9 GCSEs grade B-C inc. Maths & English.

## SKILLS

- 4+ years of game development and programming using C++ and C# including the use of SDL2, DirectX, Unity Engine, Godot Engine.
- Use of source control and project management tools such as JIRA.
- Writing shaders using HLSL.
- Able to code in LUA, Swift, GDScript, and more.
- Knowledge of creative software including Photoshop, Premiere Pro, Blender, FMOD, Ableton Live.
- Excellent communication, leadership, and problem-solving skills.
- Able to pick up new skills quickly and adapt to a changing workplace environment.

## WORK HISTORY

- **Tesco Colleague - Yate** (2022 - Present)
- **Honest Burgers - Bristol** (2021 - 2022)
- **The Berkeley, Wetherspoons - Bristol** (2018 - 2019)
- **Early Work History** (2016-2017)