

Stanley Davis

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Work History

Programmer

The Polygon Loft, Remote (2024 - Present)

- Implemented character movement, custom collision detection and resolution, input handling and management, and tools used to speed up development, in C# using the Unity Engine.
- Implemented user interfaces in the Unity Engine to the specification of the art director, and maintained close consultation with them to ensure that the envisioned design was achieved. This involved programming advanced UI components such as for settings menus including input rebinding, resolution handling, and spin-boxes, as well as gameplay elements such as dialogue boxes, and inventory systems.
- Optimised shaders to improve performance, including a foliage shader in which simplifying wind calculations and reducing floating-point precision gained a 30~ FPS increase for a busy forest scene (AMD Ryzen 5 2600 6-Core, AMD Radeon RX 6700XT).
- Tracked issues and fixed bugs that were flagged by QA using JIRA and ClickUp, as well contacting QA testers for further information and replication steps when required.
- Ported a code-base written in ActionScript to C#, ensuring accuracy of the original game is preserved.
- Implemented technical art in the Unity Engine including custom shaders using HLSL and Shader Graph, visual effects using the Visual Effect Graph and particle system, and animations using the animator and timelines.

Previous work history (2016-2024)

Skills

C++, C#, Unity Engine, Unreal Engine, Godot Engine, SDL, DirectX, Git, PlasticSCM, JIRA, ClickUp, LUA, Swift, JavaScript, HTML, CSS, FMOD, Blender, Maya, Photoshop, Ableton Live.

Education

University of the West of England (2019 -2022)

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

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.

References and code-snippets are available upon request.