

Jeremy Davenport

Gameplay Designer

Gameplay designer with a focus on systems/combat design skills. Passionate about working with others in creating heavy combat mechanics and rewards for the player that creates engagement.



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SOFTWARE SKILLS

Unreal, Unity, Adobe Illustrator/Photoshop, JIRA, Azure DevOps, Microsoft Office and Google Docs/Sheets, Miro, Source Control Programs

EDUCATION

BACHELORS, GAME DESIGN
Champlain College, 2013 - 2017

- Created games with groups of up to 5 to 10 other students.
- Led a team of 4 other students acting as the team's sole designer, producer, and as a supporting programmer over four months to deliver a vertical slice for a game project called Cosmic Angler.

EXPERIENCE

OXIDE GAMES

July 2024 - Feb 2025

QA Analyst

Worked on Ara: History Untold, a 4X strategy game, up to launch and after.

- Performed test cases, ad hoc testing, bug investigations, and writing up bug documentation.
- Used version control software to update and acquire different game builds for testing.
- Adapted to the game and rapid testing methods 2 months from launch. Continued testing post launch on released game content updates.

WEE TATTIE STUDIOS

Nov 2023 - Dec 2024

Game Designer, Unity Engine

Startup company working on a project under NDA.

- Designed and documented game structure and gameplay loop.

BIG HUGE GAMES

Oct 2021 - April 2023

QA Tester, Unity Engine

Worked on Dominations, a mobile strategy game on Android and iOS.

- Assigned to game features which involved bug testing, stand up meetings with the dev team, and reporting progress to QA lead.
- Performed test passes, set up test cases, and wrote up bugs with clear and detailed descriptions.
- Interviewed and then trained new QA testers by giving lectures, demonstrations, and answering questions.

GAME: CONTAINMENT CORPS

Jan 2017 - Jan 2019

Systems/Combat Designer, Unreal Engine

Senior year college project, an online co-op wave based FPS, that continued after graduation and successfully published to Steam.

- Designed and documented classes with unique abilities to fill player roles for offense, support, engineering, and scouting.
- Balanced enemy stats, quantities, and compositions, for the game mode.
- Set up playtesting sessions to acquire feedback from testers with surveys.
- Tuned stats like player mobility and weapon/turret attributes based on the feedback.

PERSONAL PROJECTS

TITANFALL 2 TITAN DESIGN

Unreal Engine

Designed a new titan class to be used in single and multiplayer.

- Created a design document outlining their abilities, primary weapon, attributes, and meta-progression for frontier defense mode.
- Made a playable prototype of the titan abilities in Unreal to learn more visual scripting via blueprints.