

Jeremy Davenport

Systems and Gameplay Designer

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SKILLS & SOFTWARE

- **Designer Skills** - Digital and physical prototyping. Detailed and visual documentation. Communicating game ideas and mechanics. Visual scripting. Seek and give feedback for iterating on game projects.
 - **Additional Skills** - Scripting in Unity and Unreal. Programming in C++ and C#. Agile methodologies in production, such as Scrum. Knowledge in art and animation pipeline.
 - **Software Experience** - Unity, Unreal Engine, task management software, Tortoise SVN, GitHub, Adobe Photoshop and Illustrator, Affinity Designer, Microsoft Word and Excel.
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GROUP PROJECT EXPERIENCE

Containment Corps, Jan 2017 - Jan 2019

- Collaborated as a systems designer on a 10+ person team composed of people in various fields.
- Used Unreal Engine, Tortoise SVN, Slack, and a task manager similar to Jira.
- Designed playable classes with unique abilities for an online co-op game.
- Created and balanced enemy values with accessible spreadsheets.
- Acquired feedback from QA to iterate on the game.
- Successfully published on Steam.

Cosmic Angler, Sept 2016 - Dec 2016

- Served as a designer, scripter, producer, and the team lead on a 5 person team.
 - Used Unity, Tortoise SVN, Slack, Adobe Illustrator and Audition, and a task manager similar to Jira.
 - Designed core gameplay loop, documentation, and a digital prototype.
 - Scripted game elements in C#.
 - Managed individual team member's tasks, meetings, and weekly sprints.
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EDUCATION

Champlain College, Burlington, VT

Bachelor of Science in Game Design, May 2017

- Game industry standard production and QA experience.
- Semester abroad in Montreal, QC studying under industry professionals.