

# 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.



(856)981-6215



davenport836@gmail.com



jerdavenport.com

## SOFTWARE SKILLS

Unreal, Unity, Adobe Illustrator/Photoshop, JIRA, 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

### **WEE TATTIE STUDIOS**

Nov 2023 - Current  
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.

### **GEARS 5 CLASS DESIGNS**

Designed multiplayer classes for horde and escape game modes.

- Outlined new perks and their upgrades in horde mode, class unlocks on level up, and level ups for their skill cards.
- Designed each class to focus on a different playstyle with new ultimate abilities, passives, and weapon loadouts supporting it.