

John Davis

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## Education

- Miami University of Ohio (2013-2017), BA in interactive media with minors in computer science and mathematics, in Honors program
- Oak Park and River Forest High School (2009-2013)

## Skills

- 3D modeling of props and environments (Maya), including UVs, normal/bump maps; skilled at man-made objects, buildings, weapons, rock formations, plants, destruction, older objects with wear and tear, and other types of models useful for games
- Can create high- or low-poly models as needed to balance detail vs. performance
- Ability to create in-game graphics like advertisements, maps, train schedules (Photoshop), as well as custom textures for models
- Drawing skills for concept art and assets, cartoon and paint-like styles (Photoshop)
- Proficient in Unity, including level design, JavaScript and C# scripts, physics, setting lights/shadows/other effects to achieve desired mood
- Object-oriented programming (Java, C++), including common data structures
- BGM composition and compilation, knowledge of music theory and ability to compose in styles including traditional level themes, rock, techno, reggae, world/ethnic music (8-bit, 16-bit, or simple orchestral tracking programs)
- Read and write Arabic, Japanese

## Experience

- *Human Touch*, co-op stealth game where a soldier in futuristic Southeast Asia must navigate minefield strewn with robot soldiers with help from teammate (created most 3D models, designed feel of environment and story concept, helped with level design), with team in two days for Global Game Jam 2018, link: <https://globalgamejam.org/2018/jam-sites/depaul-cdm-center/games>
- *Brukel*, historical adventure game where the player explores WWII-era Netherlands home (concept art, room design, interface design, Unreal Engine light rendering), intended for release on Steam in spring 2018
- *Surfin' Shark*, 3D platformer developed solo (3D art assets, level design, programming mechanics) in two days for Global Game Jam 2017, link: <https://globalgamejam.org/2017/games/surfin-shark>