



**BD**

**BROCK DAVIS**

GAME DESIGNER, ACCESSIBILITY SPECIALIST |  
BROCKRDAVIS.COM

## OBJECTIVE

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Seeking employment in game development. Always like new challenges and trying to solve those challenges!

## SKILLS

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Game design  
Creativity  
Communication  
Adobe Creative Suite  
Unity3D  
Unreal Engine 4  
C#  
C++  
Blueprints

## EXPERIENCE

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**GAME DESIGNER • BROLOL GAMES • OCTOBER 2016 – AUGUST 2017**

Prototyped and created the game mechanics for The Library Mouse in Unity, created the art for the game, communicated the game idea with others

**ASSISTIVE TECHNOLOGY TECH • UNIVERSITY OF WISCONSIN-WHITWATER • SPRING 2013 – DECEMBER 2015**

Assisted the students and faculty with their computer problems, maintained a blog for the disability center, upkept the center for students with disabilities website

## EDUCATION

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**MASTER'S OF SCIENCE IN GAME DESIGN • SEPTEMBER 2018 • FULL SAIL UNIVERSITY**

**BACHELOR OF ARTS IN MEDIA ARTS AND GAME DEVELOPMENT • DECEMBER 2015 • UNIVERSITY OF WISCONSIN-WHITWATER**

## VOLUNTEER EXPERIENCE OR LEADERSHIP

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Disability Awareness and Allocation Collation, VP, 2012



MY EMAIL



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LinkedIn