

Davis Bakker

QA / Level Designer



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davisbakker.com

Education :

Savannah College of Art and Design (SCAD):

Bachelor of Art in Digital Media Arts - Game Design Focus

Skills :

Advanced: QA/Level Design, 3D Modeling, Blockouts, 2D/3D Layout Design, Terrain design, Data Reporting

Proficient: Blueprinting, Ai/Player pathing, Character Animation/Rigging, Lighting, Regression/Ad Hoc Testing, Documentation Creation/Management

Programs: Microsoft Suite, Illustrator, Photoshop, Substance Painter, Unreal 4, Maya

Languages: English, Java, C#

Work Experience :

Halcyon Winds (Cepheus Protocol) / Level Designer / January - June 2019

- Corrected character pathing issues for a number of areas across the map.
- Taught new hire on general layout design and asset list creation.
- Designed and implemented "Hospital" level, entirety of terrain and a number of named areas for the main map.
- Managed strict time and deadline goals to ensure smooth project progress
- Play tested in-progress builds in conjunction with other level designers to provide prioritized, constructive feedback to the coding team regarding tool and feature changes.
- Maintained Professional Written/Verbal Communication with leads and project manager on design direction.
- Created placeholder assets for a variety of different environments.
- Collaborated with programmers, artists and managers to push the development process

Age of Aquariums / Lead Graphic Designer / August - October 2018

- Designed all aspects of a van wrap and company logo that were applied to a fleet of 15 vehicles.
- Communicated with client so that the design needs were met and quality was ensured

SCAD Design Team (Squidges Great Escape) / Lead Level Designer / January - February 2018

- Assisted in the development and evolution of game content across the entire project timeline.
- Designed and implemented the majority of the levels present in the final submission.
- Collaborated and maintained communication with design team on mechanics and design direction.

Alternate Work:

West Marine / Sales Associate / October 2019 - Present

- Collaboration and interpersonal communication with fellow employees to meet goals and deadlines
- Maintained a positive and helpful demeanor
- Adaptive customer-focused mindset
- Easily prioritize and multi-task when under time constraints and in the face of issues

Aflac / Insurance Salesman / February - May 2021

- Remained honest and patient in my communication with customers
- Maintained my resiliency and pushed forward in the face of rejection

Extra Curricular :

Events: Global Game Jam / Level Designer - Group Lead / January 2018

- Took over as group lead mid-project
- Worked with other designers to conceptualized level layouts
- Created greyboxed assets for initial level layout

Personal: Trained Mongolian Food Chef, National Level Sailboat Racer, Jazz Trumpet Player