

Alexander Davis

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Education

Associate in Applied Science: Simulation and Game Development

Graduated May 2017, Wake Technical Community College (WTCC)

Associate in Simulation and Game Development (SGD), providing a broad background in the simulation and video game industry. The curriculum included practical applications in creative arts, visual arts, audio/video technology, modeling, animation, design, programming, and management.

High School Diploma

Graduated June 2012, Fuquay Varina High School

SGD Modeling and Animation Certificate

Earned May 2017, WTCC

SGD Production Certificate

Earned May 2017, WTCC

SGD Fundamentals I Certificate

Earned May 2017, WTCC

SGD Quality Assurance Certificate

Earned May 2017, WTCC

SGD Fundamentals II Certificate

Earned May 2017, WTCC

SGD Business Certificate

Earned May 2017, WTCC

Experience

Lead Artist, Lead Designer, Soundtrack Composer

Perfect Square Studios LLC., Raleigh, North Carolina

August 2015 - Present

Independently contracted to design and develop video games, including "Goodnight Butcher," "Grimoire: Puzzles of Power," and "People Eater." Responsibilities include: designing and planning the product's development, producing and animating digital art assets for the product and associated marketing and website development, management of other artists on the team, production of music and sound effects, and promoting the product at conferences and events.

Digital Artist

Solanimus Inc., Fuquay Varina, North Carolina

April 2015 - August 2015

Temporarily employed to produce digital art assets for the video game product "Signal to Noise" including 3d models, 2d concept art, and user interface design.

References

Sam Kushner

Current Employer, Perfect Square Studios LLC.

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