Elliott Davis

PROGRAMMER • 3D ARTIST

EXPERIENCE

DEVELOPER, MODEST TREE MEDIA – JULY 2018-FEBRUARY 2020, NOVEMBER 2016-AUGUST 2017

Unity multi-platform development

Large scene pipeline and sequencing

Modest3D, *Resolve Asterix*, Trade show demonstrations

DEVELOPER, ARCTURUS – DECEMBER 2017-MARCH 2018

Unity mobile development

Character animation and environmental animation

ANIMATOR, SILVERSTRING MEDIA – MARCH 2016-JULY 2016

Modelling and animation for VR

UI PROGRAMMER, FRONTIER DEVELOPMENTS – JULY 2013-JANUARY 2015

Mainly worked on an undisclosed VR project but also contributed to *Coaster Crazy Deluxe, RCT3 (rerelease),* and *Elite: Dangerous*

GAME DEVELOPER, PINK DOG AND SILVERBACK GAMES – 2011–2012

Lead technical developer for *Preston*, an African-Nova Scotian history themed point-and-click adventure Developed in Unity, C#

GAME DEVELOPER, QUICKSTICKZ – 2009-2011

Created stick-handling training drills and games for computer vision input system

EDUCATION

ALGONQUIN COLLEGE, OTTAWA – GAME DEVELOPMENT – 2009

SKILLS

UNITY

Game development, editor tools creation, animation system, asset management

3D ASSET CREATION - PREFERENCE FOR BLENDER

Character modelling and animation, environmental modelling, technical art (controlling vertex colours, normals to achieve effects with materials and shaders)

www.elliottdavis.games