**Gabriel Davis Game Designer, Writer, & Audio Artist**

**gabriel@daviszoo.com** **- 1 (360) 869-6263 - gabriel.daviszoo.com**

**Skills**

* Software Proficiency (Unity, Audacity, Twine, Git/hub, Slack, Adobe, VSCode).
* Programming Proficiency (HTML5/CSS3, JavaScript, C#).
* Interpersonal Skills (Concise Communication, Leadership, Composure).
* Thoughtful, deadline oriented, and a professional communicator.

**Projects**

* *“WSU Vancouver Is…” Campaign*

Game Designer/Writer/Audio Artist, Spring 2024

A recruitment and development campaign for Washington State University Vancouver.

* + Designed 10+ audio assets, over five game designs, and 20+ pieces of writing.
	+ Collaborated on a game for the web using Unity.
	+ Communicated between four teams to meet milestones in a timely manner.
* *Walk Through a Museum in Sphinxaria*

Audio Artist, Fall 2022

An audio narrative made to air on KXRW-FM as part of Re-Imagined Radio.

* + Used foley techniques to create custom sound effects, and produced original music to feature alongside the project’s main content.
	+ Edited an eight minute audio project using Audacity.
	+ Wrote using several storytelling styles and worked with 10+ voice actors to produce professional-quality audio content.
* *The Tyrant's Domain Preview*

Designer, Writer, and Creator, Spring 2024

A preview to an entirely original adventure module and setting guide.

* + World-built over the course of five years while in school.
	+ Learned and emulated the writing style and design conventions of Wizards of the Coast (unaffiliated).
	+ Created over 50 assets, and wrote over 200 pages of original work.

**Education**

* Washington State University Vancouver 2024

B.A. in Digital Technology & Culture, Minor in Creative Writing.

**Awards**

* Washington State University Vancouver - Game Design Certificate.