Davis Cowper

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EDUCATION

Miami University   Oxford, OH
Bachelor of Science in Games + Simulations, Minor in Information Systems   *Expected May 2026*
3.85 GPA

EXPERIENCE

Freelance QA Tester | *Creators Corp*   **August 2024 – Present**
- Participate in weekly playtests, testing game mechanics and providing detailed bug reports.
- Test UEFN maps and updates for functionality, usability, and player retention.

Information Systems Teaching Assistant | *Miami University*   **August 2024 – Present**
- Evaluate and grade Python programming projects emphasizing data analysis and business automation.
- Maintain accurate recordkeeping and reporting for 80+ students.

Associate Producer | *Nightwatch Studios*   **January 2024 – June 2024**
- Coordinated a 9-person team to develop a game using Unity, aligning art, engineering, and design disciplines.
- Achieved a two-week reduction in development time via cross-functional organization and communication.

PROJECTS

Spark – Adventure Puzzle Game   **January 2024 – May 2024**
- Directed a team of five to execute and refine a shared creative vision within a five-month timeline in Unity.
- Documented mission-critical design plans, ensuring consistent alignment of team members.
- Crafted a vision of self-discovery through puzzle-solving, guiding the team to create exceptional experiences.

Rounds on Me – Social Party Experience   **October 2023 – December 2023**
- Managed production schedule using Trello to set milestones and Agile methods to control feature creep.
- Orchestrated bi-weekly testing and iteration cycles, refining social gameplay on mobile devices.

ORGANIZATIONS

Production Chair | *Game Design Club at Miami University*   **January 2023 – Present**
- Establish priorities across engineering, art, and design teams to align with club goals.
- Coordinate sprint timelines and use of club resources to accomplish challenging creative objectives.
- Develop 3-5 unique and engaging titles for release on Steam per semester.

Council Member | *ETBD Arcade Council*   **November 2023 – Present**
- Lead the curation, launch, and management of 7+ student titles on a public arcade machine.

Senior Student Advisory Board Member | Miami University *Games and Simulation*   **March 2022 – Present**
- Collaborate with University leaders to address student needs and set departmental standards.
- Showcase department-wide improvements and progress via yearly ETBD Expo event.

TECHNICAL SKILLS

Management: Project Management, Agile, Scrum, Team Organization, Interdisciplinary Communication
Design: Game Mechanics, UI/UX, Prototyping, Playtesting, Programming (C#, Python)
Developer Tools: Unreal Engine 5, Unity, Jira, Trello, Asana, GitHub, Slack, Miro