

# ROB DAVIS

## PERSONAL DETAILS

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**Address** 74/129 Commercial Rd, Brisbane, QLD 4006, AUSTRALIA  
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## SUMMARY

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- Open World Games Designer
- Knowledge of, and practical experience in, mission scripting, level design, mechanics design and prototyping, design documentation and feedback sessions
- Familiarity with 3D packages, animation systems and techniques, and graphic design techniques
- Excellent communicator, comfortable working in multiple locations, team player
- Ability to learn tools and editors efficiently

## CAREER HISTORY

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**Published Games** Destroy All Humans 2!, THQ (PS2, Xbox. Pandemic Studios, Game Designer, 2006)  
Ty the Tasmanian Tiger 3, Vivendi Universal (PS2, Xbox, GCN. Krome Studios, Level Designer, 2005)

**Sept 2005 – Present** **PANDEMIC STUDIOS AUSTRALIA PTY LTD – Fortitude Valley, Brisbane QLD**

Position held: Game Designer – Project ‘B’ (undisclosed/EA)

Responsibilities:

- Design and scripting of open world missions
- Design, scripting and implementation of boss battles
- Level design and implementation of open world environments
- Balancing and tweaking of AI and game systems
- Design, prototyping and documentation of various open world game mechanics

Position held: Game Designer – Destroy All Humans 2!

Responsibilities:

- Created level layout for Moonbase environment.
- Designed and scripted 6 of the story missions

**Jan 2005 – Sept 2005** **KROME STUDIOS – Fortitude Valley, Brisbane, Australia**

Position held: Level Designer – Ty the Tasmanian Tiger 3

Responsibilities:

- Designed and implemented 5 action/platforming levels
- Designed and implemented “Gunyip” aircraft dogfighter mission

**May 2006 – Mar 2007 METAGAME.COM**

Position held: Writer/Interviewer

Responsibilities: - Writer and interviewer for live event coverage

**May 2004 – Dec 2004 EB GAMES – Bondi Junction, Sydney, Australia**

Position held:

Responsibilities: - Customer service and sales

## EDUCATION HISTORY

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**Education**                    **BACHELOR OF ARTS (Arts) - Majors: English literature/ Japanese**  
Sydney University, AUSTRALIA

**DIPLOMA OF COMPUTER GRAPHICS & ANIMATION**  
Computer Graphics College, Sydney

## COMPUTER SKILLS

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Powerpoint  
Photoshop  
LUA  
Word  
Excel  
In house editors

## REFERENCES

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Available Upon Request