

# Davis Cowper

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## EXPERIENCE

### Production Coordinator - Contract | [Rocky Media](#) June 2025 – Present

- Direct full scope of work for UEFN clients while managing game production process.
- Manage a geographically dispersed external development team of four members across three time zones.
- Conduct weekly sprints and agenda planning to deliver a live content roadmap from developers to players.

### Quality Assurance Tester | *Creators Corp* August 2024 – Present

- Coordinate weekly playtests testing game mechanics and providing detailed bug reports.
- Test 7+ Fortnite maps and updates to improve KPI metrics such as player count, retention, and play time.
- Ensure accurate and prompt invoices and hourly tracking while adhering to a monthly billing cycle.

### Game Producer | *Nightwatch Studios* January 2024 – June 2024

- Coordinated a 9-person team to develop a game using Unity to align art, engineering, and design disciplines.
- Achieved a two-week development timeline reduction via roadblock removal and frequent team communication.

## PROJECTS

### [Hallucinomics](#) – Surrealist Metafictional Adventure February 2025 – Present

- Lead a team of six to execute and refine a shared creative vision on a two-month timeline in Unity.
- Document mission-critical design plans in Jira, ensuring consistent alignment of team members.
- Published a complete gameplay demo resulting in 10+ gameplay reviews and 2 game patches.

### [Spark](#) – Adventure Puzzle Game January 2024 – May 2024

- Directed an interdisciplinary team of five to develop and publish a debut adventure-puzzle game.
- Wrote deliverable milestones while conducting daily stand-up meetings to align on project goals.
- Spearheaded Steam publishing efforts, resulting in 5+ user reviews and 200+ unique players.

### [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 playtesting sessions on mobile devices resulting in a refined gameplay experience.
- Enforced strict asset management and organization conventions of 100+ game-ready assets.

## EDUCATION

### Miami University | Oxford, OH Expected May 2026

Bachelor of Science in Games + Simulations, Minor in Information Systems

3.85 GPA | Relevant Coursework: Game Pre-Production, Business Spanish, Database Systems

## ORGANIZATIONS

### President & Production Chair | *Game Design Club at Miami University* January 2023 – Present

- Allocate operational budget of \$7,500 to develop 4+ community projects and initiatives each semester.
- Create road maps and development plans for multiple club-produced products over periods of 3-6 months.
- Implement new production software and methods such as Codecks into the organization's workflow.

### Senior Student Advisory Board Member | Miami University *Games and Simulation* March 2022 – Present

- Estimate departmental timelines for event coordination and academic program milestones.
- Highlight department-wide improvements and progress via the annual ETBD Expo event of 500+ attendees.

## TECHNICAL SKILLS

**Skills:** Project Management, Technical Production, Data Analysis, Time Management, Interpersonal Communication

**Tools & Software:** Jira, Notion, Codecks, Trello, Figma, Google Workspace, Office 365, Excel, UE5, Unity, Steam

**Production Expertise:** Timeline Estimation, Budgeting, Agile Methodologies, Scrum, Teambuilding