

DAVIS BUTLER

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Portfolio: www.davisbutler.com

SUMMARY

Creative and results-driven Game Developer with 4 years of professional experience building engaging, innovative, and scalable games in fast-paced, deadline-driven environments. Skilled in full-cycle game development, from concept to deployment, with a strong background in game mechanics, systems design, and asset creation. Proven ability to collaborate across multidisciplinary teams to deliver high-quality, player-focused experiences. Passionate about pushing creative boundaries and leveraging new technologies to enhance gameplay and immersion.

WORK EXPERIENCE

Super League Gaming - MineVille | Santa Monica, CA
Game Developer | November 2021 – May 2025

- Game Developer for **MineVille**, one of six featured Minecraft servers officially partnered with Microsoft.
- Designed and developed two original game modes—**Dungeon Simulator** and **Farming Simulator**—from prototype to production, contributing to platform diversification and player retention.
- Delivered over 30 content expansions across flagship game modes such as **Prison**, **SkyBlock**, and **CookCraft**, leading to a **30% increase in active player engagement**.
- Led **R&D efforts** for UI/UX and custom asset integration, improving user interaction and overall gameplay aesthetics.
- Spearheaded the **design, 3D modeling, and implementation** of all custom blocks, characters, and assets used across MineVille, ensuring a consistent and immersive visual style.

EDUCATION

Embry-Riddle Aeronautical University | Prescott, Arizona | August 2018 – May 2021

Bachelor of Science in Simulation Science, Animation, and Games | **Minor:** Cyber Security
Magna Cum Laude | GPA: 3.81

Purdue University | West Lafayette, Indiana | August 2016 – June 2018 |

Major: Aerospace Engineering and Computer Science | Transferred

TECHNICAL BACKGROUND

Tools: C#, C++, Java, C, HTML/CSS, JavaScript, SQL, Python

Platforms: Visual Studio, Unity, Unreal Engine, Maya, Adobe, Excel, Trello, MySQL, Linux, Windows