



Davis Cowper

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EDUCATION

Miami University | Oxford, OH **Senior - Expected May 2026**
Bachelor of Science in Games + Simulations, Minor in Information Systems
3.85 GPA | Relevant coursework: Enterprise Systems (SAP), Emerging Tech Practicum, Business Spanish

EXPERIENCE

MUXR Lab Technician | [Miami University ETBD](#) **August 2025 – Present**

- Operate live shows and demos in Unreal Engine, Touch Designer, Disguise, Notch, and Pixera products.
- Track 20+ networking, technological, & systematic upgrade projects using Google Workspace Suite.
- Lead 2x weekly lab sessions to instruct students on AV industry standards and practices.

Production Coordinator (Contract) | [Rocky Media](#) **June 2025 – August 2025**

- Directed full scope of 2x 1-month projects for UEFN clients while managing software publishing processes.
- Managed a geographically dispersed external development team of four members across three time zones.
- Conducted market analysis of three competing UGC projects in the UEFN ecosystem.

Quality Assurance Tester | [Creators Corp](#) **August 2024 – August 2025**

- Coordinated weekly playtests testing game mechanics and providing detailed bug reports.
- Tested 7+ Fortnite maps and updates to improve KPI metrics such as player count, retention, and play time.
- Ensured accurate and timely invoicing and hourly tracking while adhering to a monthly billing cycle.

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

[Pyramid Hill Lights](#) – Executive Production/Live Event Installation **August 2025 – January 2026**

- Served as the Executive Producer overseeing a team of 12 students managing video/lighting installation.
- Created 3 live entertainment installations using MadMapper, EOS, and live content network configuration.
- Directed weekly milestone meetings, budget estimates, client pitches, and creative/technical concepting.
- Reached a 50,000+ person audience across the show's duration [while connecting with local Fox19 News.](#)

[Hallucinomics](#) – Surrealist Metafictional Adventure **January 2024 – December 2024**

- Lead a team of six to execute and refine a shared creative vision on a five-month timeline in Unity.
- Document monthly epics and weekly sprints in Jira, ensuring consistent alignment of team members.
- Published a gameplay demo resulting in 10+ user reviews and 2 game patches.

ORGANIZATIONS

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

- Allocate operational budget of \$7,500 to development of community projects and initiatives.
- Create road maps and development plans for multiple [club-produced products](#) over periods of 2-3 weeks.
- Host semesterly game jams that garner 40+ attendees, 12 self published games, and 500+ engagements online.

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

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

TECHNICAL SKILLS

Skills: Project Management, Budgeting and Invoicing, Agile, Scrum, Interdisciplinary Communication

Design: Proactive Feedback, UI/UX, Prototyping, Playtesting, Programming (C#, Python)

Tools: Google Workspace, Excel, Microsoft Office, Jira, Notion, Vectorworks, Unreal Engine 5, Disguise, Pixera