

ELHORA DAVIS

GAME PRODUCER

I have 8 years of experience in AAA game development. I am dedicated to continuous learning and excel at ensuring alignment while empowering high-performing, cross-functional teams to achieve their best work! My keen attention to detail & strong organizational skills have consistently contributed to the success of my teams. My passion has been described as contagious; it is my heart's desire to succeed together and deliver awesome experiences with driven, like-minded professionals!

EXPERIENCE

GAME DESIGN Sep 2024 – Present

- Solo developed RPG *The Harvest*. For more information, please visit: <http://www.elhoradavis.com>
- Defined scope, set goals, and created a complete playable experience. Designed & built levels, combat, encounters, events, narrative, world building, itemization, balance and economy.

BLIZZARD ENTERTAINMENT

GAME PRODUCER Sep 2022 - Sep 2024

ASSOCIATE GAME PRODUCER May 2021 - Sep 2022

Warcraft Rumble

- Shipped game & delivered multiple complex features including Dungeons, the PVP system, Guilds, Level Up system and Raids. Owned estimating, planning, prioritizing, budgeting and scheduling tasks from production to release.
- Drove agile development practices; ran stand-ups, sprint planning, retrospective/post-mortems and review. Acted as scrum-master.
- Provided clear project vision, goals, and objectives to dev teams and partnered with stakeholders to ensure vision was met.
- Supplied regular, tailored status reports communicating progress, risk & mitigations to leadership.
- Built dashboards to measure variety of parameters including bug burndown, velocity, project completion trajectory, estimates & actuals.
- Identified critical path risks as early as possible, developed and executed mitigation strategies as needed. Removed roadblocks to ensure successful task completion.
- Drove process & pipeline improvements to improve workflows.

SENIOR TEST ANALYST Feb 2021 - May 2021

Unannounced Mobile Title

- Advocated for and championed process improvements including weekly playtesting, agile scrum practices & robust planning against initiatives.
- Orchestrated team-wide playtests including build distribution, feedback intake, distillation, triage & action item execution.
- Facilitated collaboration with insourced teams to capture data including performance metrics for continuous improvement.
- Vetted builds & features for defects using a mixture of black box, white box and exploratory testing techniques.

PREVIOUS EXPERIENCE

TEST ANALYST / ASSOCIATE TEST ANALYST / CONTRACT TESTER

Mar 2019 - Feb 2021 / Oct 2017 – Mar 2019 / Nov 2016 – Oct 2017

Overwatch, World of Warcraft, StarCraft, Diablo 3, Unannounced PC Title



CONTACT

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SKILLS

- Game production
- Work breakdown
- Project planning
- Capacity planning
- Agile project management
- Risk management
- Dashboard building
- Visual communication

TOOLS & SOFTWARE:

- Google Docs & Sheets
- JIRA
- Confluence
- Miro
- Microsoft Office
- Figma
- Photoshop
- RPG Maker MV
- Unity

EDUCATION

BATH SPA UNIVERSITY, 2014

BA of Graphic Communication

FAVORITE GAMES

ALL TIME:

- Okami
- Elden Ring
- Final Fantasy XIV

2024:

- Hades 2
- Slay The Princess
- 1000xRESIST
- Black Myth: Wukong