

Jacob D Taylor

Contact

Portfolio: blastinghavoc.github.io/portfolio

Email: taylj024@gmail.com

Mobile: 07904 790048

Profile

Aspiring game developer with a background in computer science. Experienced in Unity and OpenGL through university, game jam, and personal projects. Particularly interested in destructible terrain, cooperative multiplayer and tower defence games.

Work Experience

Amazon: Software Development Engineer intern for 11 weeks from Jun-Sep 2019. Designed, built and deployed a web app for internal use using Java Spring backend and jQuery frontend. Gained substantial experience with test driven development, continuous integration and deployment, and peer code reviewing.

Education

MSc Computer Games Technology, City University of London

Term 1, all modules 1st class

Sep 2019 - Oct 2020

BSc Computer Science, University of Warwick

1st Class

Oct 2016 - Sep 2019

Technical Skills

Programming: C#, C++, Java, GLSL, Python, Javascript

Game Tech: Unity, OpenGL, Monogame

Key Projects

- **C#/Unity:** During my MSc I developed a prototype for a casual 2D arcade shooter/ tower defence hybrid called Orbital. Made use of self-made sprites and animations and public domain sound effects to produce a working prototype in 7 days. Continuing this project to release in my spare time, current demo available here: blastinghavoc.github.io/OrbitalGame
- **C++/OpenGL:** Two projects during my MSc involving use of OpenGL primitives, GLSL shader programming, lighting, physics and collision detection, and FMOD for spatial audio.

Hobbies & Interests

In my free time I like to work on Orbital and attend game jams when possible. I attended Global Game Jam 2020 with a small team of my MSc colleagues and greatly enjoyed the collaborative and creative experience. When I'm not doing something game related, I enjoy long distance running, martial arts and scuba diving.

References Available on Request