Craig Taylor

Relevant Experience

MMARAP – Lead Game Designer (Voluntary role)
March 2021 to Present

- Created, designed and documented core gameplay mechanics, theme of the game and the world creation for the game as a whole.
- After being recognised for my work, I led a team of programmers and artists and provided objectives to complete using Gantt/Agile.
- Assisted with the recruitment of prospective volunteers.

SportStream Ltd – *Junior Front-End Developer*April to May 2021

- Created the Front-End website with responsive layouts for tablet and mobile users using React.js and Gatsby.js and integrated the Photoshop design template.
- Developed and maintained reusable React components.
- Implemented end-to-end test cases using Cypress.
- Collaborated with stakeholders and co-workers while using GitLab as a Git repository.

TT Fusion Ltd - *QA Tester*July to November 2015

LEGO Marvel's Avengers -PS3/PS4/Xbox 360/Xbox One/Wii U

- Conducted Smoke Testing to ensure the player is able to naturally progress from the start of the game.
- Conducted Scripted/Regression/Sweep testing based on Lead QA's instructions and Destructive testing to identify unreported bugs and ensure fixes are in place from Regression testing.
- Observed, analysed and reported evidential bugs using JIRA based on its severity and urgency with Lead QA's approval.

Other Experience

Homestead LCI – *Barista* November 2020 to February 2021

- Communicated with customers in a friendly and professional manner while using coffee knowledge to promote retail sales with advice on brewing techniques.
- Trained colleagues on using the espresso machine to improve workflow and knowledge for the foreseeable future.
- Assisted in directing the workflow to ensure efficient performance during peak times while maintaining quality

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Technology Skills

Front-End Development – JavaScript with React and Gatsby, Bootstrap 4, SASS, Yarn, JQuery, NPM, Webpack

Back-End Development – Node.js, PHP with WordPress

QA Testing – Smoke, Regression, Scripted, Sweep and Destructive testing, Cypress and Jest, JIRA

Games Development – Games Narrative/Design, C# with Unity3D, UDK with Unrealscript, C++

Collaboration - Trello, JIRA, Kanban

Version Control – Git with Gitlab and Github, SVN

Design – Basic UI/UX Design, Adobe Photoshop and XD, GIMP, Figma

Soft Skills

Communication – Customers, stakeholders, colleagues

Teamwork – Time management, motivation, leadership

Saint Espresso- Barista

September 2019 to November 2020

- Delivered customers' orders for coffee/tea drinks
- Communicated with customers in a friendly and professional manner while using coffee knowledge to promote retail sales with advice on brewing techniques.
- Communicated with colleagues based on ongoing orders to create an effective workflow during peak times.

Education

Udacity - 2020

Front-End Developer Nanodegree - Pass

 Completed five Front-End projects that helped me learn how to program with HTML, CSS and JavaScript while using tools like Git, NPM and Webpack.

Grimsby Institute for Further and Higher Education – 2009-2014

BA (Hons) Game Design (Tiga Accredited) - First Class Honours

- Expanded my knowledge on games development in Games
 Design/Narrative, Marketing, 2D Art, 3D Modelling/Animation,
 Concept Art and gained a speciality in Games Programming and
 Games Audio.
- Completed two group projects and have done a dissertation in Interactive narrative Ludo-narrative Dissonance and Plot Twists in Video Games.

BTEC National Diploma for Games Development – *DDD* (*Distinction*, *Distinction*)

 Gained a foundation with games development in Games Design/Narrative, Games Programming, 2D Art, 3D Modelling/Animation and Games Audio.

Acton and West London College

BTEC First Diploma in IT - Merit
BTEC Introductory Diploma for IT at Work - Distinction

Hobbies

Music Composition & Singing Shotokan Karate (3rd Kyu) Video/Board Games Travelling

Languages

English (Native)

Japanese (Intermediate)