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, 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)