Name: Craig Taylor

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Github: <https://github.com/BrightReach>

Profile

Junior Programmer with experience using C++/C#, HTML, CSS, SASS, Javascript, React.js, Node.js, Express.js, Wordpress, MySQL, PHP and Git. A friendly and passionate individual who is willing to take on new challenges while striving and determined to be the best he can be.

Personal Projects

Udacity Capstone Project|[Github Link](https://github.com/BrightReach/capstone)|Javascript, Node.js, Express.js, Jest, Webpack

As part of the final project of the Udacity nanodegree, I was tasked with creating a search engine based on where the user intends to travel. With the current implementation, this would enable the user to search for the destination based on the keyword used, set the date of when the user will arrive and optionally return and retrieve a picture and the weather forecast of the said destination.

Dungeon Escape|[Github Link](https://github.com/BrightReach/DungeonEscape)| Unity3D, C#

Dungeon Escape is part of a Unity approved course that will further train my knowledge in C# as well as utilise the intermediate functionality of the game engine. Once I have completed the coursework in full, this will become an ongoing project where I will implement further mechanics and enemy varieties as a resemblance of the Metroidvania genre.

Work Experience

Saint Espresso Ltd – Barista September 2019 to Present

Saint Espresso started out as Leyas in Camden Town in 2011 where they served coffee, patisserie, sandwiches and meals. In 2015, they opened their first speciality coffee shop in Angel, London as Saint Espresso as well as their roaster to sell their own brand of speciality coffee.

TT Fusion Ltd – QA Tester July to November 2015

*LEGO Marvel’s Avengers –PS3/PS4/Xbox 360/Xbox One/Wii U*

TT Fusion Ltd. (formerly Embryonic Studios Ltd.) is a British video game developer and a division of TT Games. Based in Wilmslow, England, United Kingdom

* Conducted Smoke Testing to ensure the player is able to naturally progress from the start of the game without any progression blockers that would ruin the experience.
* 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 to ensure upmost quality, challenge and enjoyment upon release.

SEGA Europe Ltd - Functionality Tester October 2014 to July 2015

SEGA, is a Japanese multinational video game developer and publisher headquartered in Tokyo, Japan, with multiple offices around the world. Sega developed and manufactured numerous home video game consoles from 1983 to 2001.

*Games worked on: Total War: ARENA, Dead Island 2*

Qualifications

Udacity Front-end Developer

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

BTEC National Diploma for Games Development (DDD)

BTEC First Diploma in IT - Merit

BTEC Introductory Diploma for IT at Work – Distinction

City & Guilds Key Skills Communication Level 2 – Pass

City & Guilds Key Skills Application on Numbers Level 2 – Pass

Hobbies

Console, PC & Mobile Gaming

Martial Arts

Music Composition & Singing

Cooking & Speciality Coffee Brewing

References

Available upon request.