

# CALEB TAYLOR

WRITER & GAME DEVELOPER

## EDUCATION

SFU School of Interactive  
Arts & Technology | 2021

Major: BSc in Interactive Arts & Technology  
(concentration in Interactive Systems)

## WORK EXPERIENCE

**Snake-Eye Studios, 2019–Present**

Involved in multiple facets of development, management, and design for 1 shipped title for PC and mobile, and for 2 ongoing projects

**Xsolla, 2019–Present**

Writer, Editor, Copywriter for over 20 games industry B2B articles

**Northern Pirate Radio, 2020 – Present**

Writer and Host for over 30 weekly video game radio show segments

**Independent, 2016 – Present**

Designer, Developer, Writer, and Artist on solo projects

**Freelance, 2018 – Present**

Freelance Web Developer

**SanMar Canada, 2018 – 2020**

Junior Developer, Junior IT specialist, for internal / B2B tooling

**Teccrab Inc., 2016 – 2018**

Narrative Lead, Community Manager for canceled debut title

**Slickster Magazine, 2015 – 2018**

Feature Writer and Game Reviewer, on the web and in print

**TEDxSFU, 2017**

Director of Marketing, Marketing Coordinator

**ElementIQ, 2016 – 2017**

Web Developer, SEO Specialist

## TOOLS & SKILLSETS

- Unity, Unreal, Godot, GameMaker Studio
- Ink, Twine
- C#, C, Java, Javascript, Python, PHP, SQL
- Maya, Blender, Aseprite
- Adobe Photoshop, Illustrator, Premier
- Jira, Mantis, Trello, Asana
- Google/Microsoft Office Suite
- Interactive Fiction and short-form fiction
- Screenwriting and script coordination
- Digital Marketing
- Advanced writing, copywriting, and journalism
- Project timeline development

**Passionate narrative designer with an advanced technological and development background, focused on delivering story-driven interactive experiences**

## STORYTELLING

### Interactive Media

- Wrote the narrative, scripted dialogue, systemic dialogue, and exposition for the shipped title "Cobbler's Paradise" and 2 in-progress titles "Punkscape" and "Emily against all Ends"
- Designed and wrote the narrative, dialogue, story beats, and encounters for the discontinued title "Legends of the Traveler"
- Designed branching narratives and plot for a solo puzzle-focused Interactive Fiction project titled "The Tower"
- Designed narrative for 2 solo game projects "The Wishing Tower" and "The Apprentice"
- Wrote the branching narrative for and directed the interactive student film "Unhinged"
- Authored and shipped 3 episodes of "Return to Sender" for the "Tales" interactive story mobile platform
- Designed and developed a solitaire TTRPG with deck building and branching story lines

### Passive Media

- Scripted and hosted over 20 weekly "Video Game Corner" radio segment
- Conceptualized, scripted, and supervised screenplay scripts for 4 television show episodes
- Wrote and published short horror and science fiction stories on online forums, their narrations amassing over 200,000 views across numerous platforms: YouTube, Spotify, SoundCloud, and others
- Wrote the script for and directed the student film "Fidget"

## TECHNICAL PROFICIENCY & DEVELOPMENT

### Game Development

- Developed gameplay and UI for the shipped title "Cobbler's Paradise" and 2 in-progress titles "Emily against all Ends", and "Punkscape"
- Developed gameplay for 2 solo game projects "The Wishing Tower" and "The Apprentice"
- Developed and self-hosted the solo puzzle-focused Interactive Fiction project titled "The Tower"
- Developed the gameplay for 2 solo game projects "The Wishing Tower" and "The Apprentice"
- Developed an open-source, responsive UI Library for the Phaser 3 game engine

### Tools & Web Development

- Designed and implemented a simplified web-based graphic design tool for B2B customers to easily access and design their own merchandise for print
- Streamlined existing software from FTP to online browsing and downloading of in-house promotional images
- Designed and implemented a proprietary thin-client using Raspberry Pi 3B+ and Pi 4
- Automated a lengthy image editing pipeline, reducing weeks of work down to seconds with batch processing
- Developed numerous freelance websites for corporation, small business, and individual clients
- Designed and fabricated a physical controller with accompanying firmware and software to retrofit exercise bikes into game controllers

## COMMUNICATION & COLLABORATION

- Directed and supervised the development of "Cobbler's Paradise", "Punkscape", and "Emily against all Ends", managed tasks, and devised their timelines
- Directed 2 short student films "Unhinged" and "Fidget", recruited talent for both
- Administrated the student robotics group "Technovus" as Co-President and Director of Marketing, launched 3 successful hackathons and facilitated multiple student workshops and projects
- Launched a successful TEDx event in collaboration with internal and remote teams
- Researched and authored 20+ articles for Xsolla's corporate blog exploring game industry topics
- Pitched, researched and authored game industry discourse and game reviews for Slickster.com's blog, website, and physical print runs
- Tested "A Forgetful Loop", "Moonquest", and "Coda", and collaborated with developers to document and manage bugs
- Managed internal and remote teams on a multi-site network project using Wordpress and AWS