

Hello, I'm  
**Rejon Taylor  
Foster**

I'm a  
**Full Stack  
Designer &  
developer**

**Get in Touch**

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## Experience

### Digital Media Specialist

Victory Productions Oct 2015 - Current

I designed and developed educational web technologies for use in K-12 classrooms. My work has contributed to projects with clients such as ABCMouse, Scholastic, and Pearson.

### Lead Designer & Tools Programmer

Mass DiGI May 2015 - Dec 2015

I designed the game mechanics and user experience that steered "Hibachi Hero" towards becoming an endlessly fun and memorable experience. My mechanics and designs have also been used as behavioral therapy for children with emotional disorders.

I also produced pipeline tools that sped up the progress of asset development and granted our artists the ability to directly interact with code without having to write a single line.

## Expertise

**DESIGN**

**98%**

**UX / UI**

**92%**

**CODE**

**87%**

**WEB**

**83%**

**ILLUSTRATION**

**79%**



## Education

Becker College 2017

BA in Interactive Media

Specialization in:

Programming, Music, and Japanese



## Awards

+ Best College Entertainment Game

Mass Digi Game Challenge

+ 2nd Place

Becker College 24 Hour Game Jam



## Tools

Photoshop

Illustrator

InDesign

After Effects

Sketch

Android Studio

Git

Perforce

Unity

Maya

Node.js

XCode

Drupal

Wordpress

Angular.js

FMod

Protools

Hello I'm

# Rejon Taylor-Foster

Full Stack Designer and Developer

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## Experience

### Digital Media Specialist

Victory Productions Oct 2015 - Present

I designed and developed educational web technologies for use in K-12 classrooms. My work has contributed to projects with clients such as ABCMouse, Scholastic, and Pearson.

### Lead Designer, Tools Programmer

Mass DiGI May 2015 - Dec 2015

I designed the game mechanics and user experience of "Hibachi Hero". My designs have been used as behavioral therapy for children with emotional disorders.

I also produced pipeline and design tools that sped up asset development and granted our artists the ability to directly interact with code, without having to write a single line.

## Expertise

### Skills

UX / UI	● ● ● ● ●
Animation	● ● ● ● ●
HTML / CSS	● ● ● ● ●
JavaScript	● ● ● ● ●
Java	● ● ● ● ●
C#	● ● ● ● ●
C++	● ● ● ● ●
GIT	● ● ● ● ●

### Tools

Photoshop	Node.js
Illustrator	XCode
InDesign	Drupal
After Effects	Wordpress
Sketch	Maya
Principle	Git
Android Studio	Perforce
Unity	Angular.js

## Education

2017 Becker College Worcester, MA

BA in Interactive Media

Specialization in Programming, Music, and Japanese

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## Experience

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### Digital Media Specialist Oct 2015 - Present

#### Victory Productions

Responsible for creating and managing digital-related projects for the company. I have assisted various departments with projects that contribute to e-learning and digital learning tools and games primarily for the K-12 educational market. I have done work involving development and design with software like Storyline, InDesign, Illustrator, etc.

- Designed and developed educational web technologies for use in K-12 classrooms.
- Contributed to projects with clients such as ABCMouse, Scholastic, and Peartson

### Lead Designer, Tools Programmer Oct 2015 - Present

#### Mass DiGI

Designed game mechanics and user experience for "Hibachi Hero". Produced pipeline and design tools that sped up asset development and granted our artists the ability to directly interact with code, without having to write a single line.

- Hibachi Hero is being used as behavioral therapy for children with emotional disorders through Neuromotion.

## Skills

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**Operation Systems:** Mac OSX, Linux, Windows

**Software:** Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Sketch, Principle, Android Studio, Unity, Node.js, XCode, Drupal, Wordpress, Maya, Git, Perforce, Angular.js, Bootstrap

**Languages:** C++, HTML, CSS, JavaScript, Java, C#, GML, Python, PHP, Swift

## Education

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Bachelor of Arts, Interactive Media, Becker College, Worcester, MA, 2017