

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

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

Get in Touch

www.rejontaylor.com

914.979.0768

rejon@maximumcrash.com

linkedin.com/in/rtaylorfoster

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



Tools

Photoshop

XCode

Illustrator

Drupal

InDesign

Wordpress

After Effects

Angular.js

Sketch

FMod

Android Studio

Protools

Git

Perforce

Unity

Maya

Node.js



Awards

+ Best College Entertainment Game

Mass Digi Game Challenge

+ 2nd Place

Becker College 24 Hour Game Jam

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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

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

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

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