Rèjon Taylor-Foster

Front End Developer, UI/UX Designer

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Work Experience

Dailybreak CP LLC. Front End Developer || May 2017 - Present

During my time at Dailybreak, I lead the development of front end Interfaces for everything from our internal CMS to the plethora of games, quizzes, and listicles on Dailybreak.com. At times, I was requested to bring more flare to the site and used my game design experience to help make a more engaging content platform.

- Used React, Redux, and extensive CSS skills to build B2C and CMS User Interfaces.

Victory Productions Digital Media Specialist || Oct 2015 - May 2017

Whille at Victory, I was responsible for developing digital K-12 e-learning lessons, tools, and games for clients like Disney, ABCMouse, Scholastic, and Pearson. I was also asked to help in designing lesson plans.

- Used a number of markup languages in combination with SASS and Bootstrap to assist in client projects.
- Started the base UI for their online college platform before graduating from college.

Northeastern University | Lazer Labs Consultant, Game Developer || Jan 2017 - May 2017

For the time I was at the Lazer Labs, I worked with a team of doctors and scientists as a Game & Tools Developer on various experiments, like the purpose/career guidance app "posed2", using Unity and their internal APIs.

Petricore Games Designer, Producer, Engineer || Apr 2016 - Oct 2016, Feb 2019

From time to time, I've collaborated on a number of contracts with the Petricore team as a UX/UI Designer, Producer, Sound Designer, and Gameplay Engineer.

- Released an enducational Income Inequality app with the team and flew out to San Francisco to launch it.
- Worked closely on Bose's AR technology and Unity SDK

Mass DiGI Lead Designer, Tools Engineer || Oct 2015 - Jan 2016

During Mass DiGI's Summer Internship, I lead the "Hibachi Hero" team as Lead Designer and Tools programmer. Fun Fact: Hibachi Hero has gone on to become a children's health care solution for the Mightier platform.

- Used Unity & C# with Bluetooth heart rate monitors to work with Neuromotion's health care platform.

Other Work Experience

Maximum Crash | Freelance Work 2010 - Present

I run a studio called Maximum Crash. It's gone on to produce Interactive Digital Media [Web, Mobile, Desktop] for its clients for almost a decade. We combine the latest in Web/Game development technology with a highly engaging design methodology, allowing us to bring unforgettable experiences to people around the world.

Bose | Bose AR Developer

I was invited to be one of the first developers to create a game for Bose's new AR technology. I worked with Petricore Games as a producer, voice actor, sound designer, and UX/UI engineer on "Dead Drop Desperado".

Teaching | STEM Advocacy

In my spare time I've taught people of all ages how to get started making video games and websites as a means of empowering students with the knowledge to create without limit. My efforts have awarded me recognition from Boston's Society of Black Engineers and the Worcester Public Library.

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Awards & Recognition

Game Devs of Color Expo Showcase for "Becker Derby" (2018)

GameMaker Studio Showcase for "Becker Derby" (2018)

Boston Society of Black Engineers - STEM Day (2017)

Mass DiGI Game Challenge - College Beta Winner with "Starlot Derby" (2015)

Education

BA in Game Programming & Development, Minor in Japanese & Audio Composition

Becker College | 2017

Skills

Web Development

- React & Redux, Vue.Js
- Extensive CSS Knowledge
- Responsive Design & Development
- Style guide driven development
- Object Oriented & Data Driven programming principles
- Accessibility
- Experience with Graph QL and Rest APIs
- Experience with UI Frameworks
- Server-side rendering
- Animation using Velocity.js and Anime.js

Tooling/Workflow

- Git
- Webpack
- NPM/Yarn
- Gulp
- Design/Prototyping with Invision, Zeplin, Sketch, Illustrator, and more
- Cross-browser testing using Browserstack
- Debugging, Profiling, and SEO using Devtools

Game Development

- C#
- C++
- GML
- Javascript
- Unity
- Game Maker Studio 1/2
- Monogame
- Allegro 5
- Titles launched on Mobile & Desktop
- BI Data Tracking & Design
- Experience w/ User Testing
- Sound Design