

## Work Experience

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

During my time at Dailybreak, I lead the development of front end user 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

While 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.
- Built 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 educational 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

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### 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.

# Rèjon Taylor-Foster

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## Awards & Recognition

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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

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

Becker College | 2017

## Skills

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### Web Development

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

### Tooling/Workflow

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

### Game Development

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