

## MICHAEL K. TAYLOR

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### **SKILLS**

#### Web

-JsReact  
-Typescript

#### Software

-Unity  
-Unreal Engine

#### Languages

-C++  
-C#  
-Javascript

### **EXPERIENCE**

- **Big Niche Games** - Austin TX (August 2017 - Present):

- **CEO, Designer, Programmer**

Worked on Negative World, a 2D puzzle platformer where the jumps are limited. Responsibilities included the design, level design, and programming the inner workings of the game (physics, level transitions, implementing cutscenes).

- **Dinosaur Games** - Dallas TX (September 2018 - February 2021):

- **Programmer**

Working as a contract programmer to work on projects for clients. Responsibilities include UI, Enemy polish, visual effects. I mostly handled bug fixing when needed and learned the Unity asset Playmaker.

- **Hidden Achievement** - Austin TX (December 2016 - May 2019):

- **Programmer**

Worked on Outpost Delta, a 2D Metroidvania with gravity control mechanics. Responsibilities included enemy AI, item generation, and general gameplay bug fixing. The game won best at show at The Intel Gaming Showcase 2017 during Austin Game Conference.

- **Pixel Pushers Union 512** - Austin TX (August 2016 - May 2019):

- **Programmer**

Worked on the game Tonight We Riot, a 2D beat' em up with mechanics from Pikmin mixed in. My responsibilities were primarily, on AI, and polish. We were the star attraction at the New Blood Interactive booth at PAX West 2016.

### **EDUCATION**

**Austin Community College** – Austin, Texas (August 2016)  
**Associates Degree in Applied Science (Game Design Specialization)**