Taylor **Flynn**

FULLSTACK DEVELOPER · SOFTWARE ENGINEER

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Technologies

HTML · CSS · JavaScript · React · Node.Js · MongoDB · Express · WebSockets ·

Git · GitHub · Material UI · Terminal · Restful Api · Styled Components · AWS · SASS

Education

Bachelors In Computer Science   *Costa-Mesa*

THE ART INSTITUTE OF CALIFORNIA - ORANGE COUNTY   *Game Art and Design*

Professional Experience

3D Hard Surface Artist   *Remote*

FREELANCE   *November. 2017 - Current*

- Scripted a Geometry analysing tool to calculate stretch and density of unwrapped UV's, and Map Stretch Color Data to Vizualize UV Stretching and Mazimize Texel Density
- Designed and produced detailed high polygon geometry meshes with optimized edge flow and Topology
- Converted High-Poly Objects to Game Engine Ready Low-Poly assets, Optimized for Rapid Rendering
- Created Lighting Texturing and Rendering Workflow Pipelines to facilitate Smooth Delivery by Deadlines

Lead 3D Modeler, Stem Instructor   *Irvine CA*

BRAINSTORM STEM. EDUCATION   *October. 2019 March. 2020*

- Lead Development and Design of 3D Projects and Products, Both In House and Instructor Practices
- Implemented on Education Assessment Revision Standards for 3D and Scripting by Education level
- Taught Introduction to Python Scripting 3D Modeling Fundamentals and
- Collaborated on Foundational Development for Game-Maker Bootcamp, utilizing Gaming and Design as an education tool

Game Developer   *Costa-Mesa*

VICTORY POINT GAMES   *October. 2015 - June. 2016*

- Prepared and implemented functional Game balance design changes, rank ordered project tasks to maximize productivity within project deadlines
- Conducted In-House And Out-of-house Agile based design feature Tests, performing analysis on a per feature basis to maximize feature impact and selection.
- Collaborated With The Artistic Team and Lead Designer to Ensure Functional design-intent and player-experience cohesion, designing Desired emotional and physical Player interactions
- Suggested Feature Updates and implementation or removal of features to facilitate Player experience and Game balance Harmony based on Analysis of Playtest Feedback and Observation

Supplementary Skills

Adobe Suite · C++ · Maya · Unreal Engine · Microsoft Office · GetStream.io · MapBox · BEM

Objective Summary

Driven Engineer with a longstanding history of software proficiency and technological fluidity looking To transition From Game Development to Web Development. Constantly growing and adapting to the ever changing landscape that is tech, I an looking to add to my personal lexicon of Tools and Tech. I work Primarily the MERN stack, yet I have a deep love for learning new tools and languages and pride myself on being stack agnostic. I am happy to work with and learn new technologies or tools, logic and problem solving are what makes the work meaningful regardless of syntax.