Taylor Segura Vindas

Software & Game Developer

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Summary

Game developer with 6 years of professional experience in Unity, Unreal Engine, and Godot. Specialized in gameplay programming, core systems, and tools development for console and PC titles. Skilled in C++ and C#, with proven success in collaborative co-development, performance optimization, and porting mechanics across platforms. Passionate about delivering polished, scalable systems that enhance player experience and support multidisciplinary teams.

Work Experience

Game Developer | Fair Play Labs (2019 - Present)

- **SpeedRunners 2: King of Speed**
  - Built the physics system, combat mechanics, and custom state machine for responsive gameplay.
  - Created integration tools to streamline character, animation, and VFX implementation.
  - Recreated and modernized legacy mechanics from the original title.
- **Nickelodeon All-Star Brawl 2**
  - Engineered combat and physics systems, and designed reusable state machine architecture.
  - Developed and maintained integration pipelines for characters, animations, VFX, and SFX.
  - Ensured cross-platform stability and optimized performance for console releases.
- **Nickelodeon All-Star Brawl:**
  - Programmed and integrated multiple playable characters and interactive items.
  - Designed asset integration tools, reducing implementation time for VFX and SFX.
- **GI Joe Operation Blackout**
  - Implemented gameplay mechanics and boss battle systems.
  - Designed and scripted vehicle-based levels, ensuring smooth player experience.

Education

Universidad Cenfotec

- Bachelor in Software Development – In Progress
- Technician in Software Development – 2021

Technical Skills

- **Programming:** C++, C#, JavaScript
- **Engines:** Unity, Unreal Engine, Godot
- **Tools:** Git, Perforce, Visual Studio, Visual Studio Code, Blender, Krita, Jira
- **Specialties:** Gameplay programming, performance optimization, tools & pipeline development, cross-platform development, co-development collaboration

Languages

- Spanish - Native
- English - Professional working proficiency