

Tayler Parsons

github.com/UpsilonDiesBackwards | tayler.diesbackwards.com | linkedin.com/in/tayler-parsons

EDUCATION

Portsmouth University

Portsmouth, England

- **Computer Games Production - BSc Hons**

Sep 2023 - Aug 2027

- Predicted **2:1**
- **Key Modules:** Game Development (**82%**) Coding & Scripting for Games (**76%**)
- **Societies:** Astronomy, Board Games, Neurodiversity, Virtual / Augmented Reality

PROFESSIONAL EXPERIENCE

R&M Electrical

Southampton, England

- **Junior IT Technician**

Mar 2024 - May 2024

- Developed a client quote and order management system using **Microsoft PowerApps** and **Power Automate**, automating email parsing for part quantities, dates, and pricing
- Administered Windows user management for optimised system operations and access control
- Automated **SharePoint** directory creation, optimising the file management process

Park Design & Print

Havant, England

- **Printing Assistant**

Nov 2021 - Sept 2023

- Operated industrial printing machinery to produce high-quality products for internal and external clients
- Delivered exceptional customer service, fostering strong client relationships
- Designed and produced materials, including exercise books, leaflets, and magazines
- Collaborated with students during entrepreneurial week, fostering creativity and skill development

NOTABLE PROJECTS

Game Engine / 2D Rendering Engine

- **C++, OpenGL, GLFW, ImGui**

- Initiated a 2D rendering engine project using **C++**, **OpenGL**, and **ImGui** to supplement university studies
- Opted for OpenGL for cross-platform compatibility and development simplicity, and ImGui for its robust documentation and ease of use
- Implemented game entity insertion, rendering in an ImGui window with **docking**, **FPS counter**, and a **Style Editor** for UI customisation
- Designed an **entity flag system** to control entity behaviours, avoiding the complexity of an entity-component system

University of Portsmouth Graduate Showcase: Alchemy Express

- **Unity, C#**

- Planned and developed a **2D potion-brewing game** based on a provided pitch
- Set up **Jira**, **GitHub** repository, and **Unity** project infrastructure
- Delegated tasks to teammates according to their skill sets and interests
- Delivered a polished game, earning nomination and acceptance into the **Graduate Showcase**

University of Portsmouth Game Jam: Mouse Code 2D

- **Unity, C#**

- Planned and developed a game based on a single-button mechanic
- Created a **unique gameplay system** using Morse code to navigate a maze
- Delivered a polished game, earning commendation from university lecturers and inspiring others to imitate the concept

EXTRACURRICULAR INTERESTS

- **SPOKEN LANGUAGES:** English (Native), Mandarin (Elementary)
- **PROGRAMMING:** C++ (Unreal Engine, OpenGL, GLFW), C# (Unity, OpenWeather, OpenGL, GLFW), Go (DiscordGo, OpenGL, GLFW), ShaderLab, Git, DotNet, Microsoft Power Apps
- **COMPETITIONS:** Multiple Game Jams (**University of Portsmouth**, **Global Game Jam**), Competitor in **Google CTF 2024**
- **HOBBIES:** Music Production, Playing Instruments (Guitar, Bass), Badminton, Mini Golf