

Taylor Eruysal

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EDUCATION

Rensselaer Polytechnic Institute

September 2013 - May 2017

BS: Games & Simulation Arts and Sciences (Concentration: Electronic Arts)

Troy, NY

- 3.39/4.0 GPA; Dean's List (3x);
- 2x Guest Lecturer for Game Development Club, RPI Gamesfest Showcase Participant
- Student Creative Director for a team in the 2015 Summer Undergraduate Research Program, including game testing at 1st Playable Studios.

EMPLOYMENT

Independent Game Developer

Oct. 2017 – Present

- Designer, programmer, and artist on several in-progress games, both 2D and 3D.
- Currently working on founding a company and my upcoming first professional game release.
- Work featured at/in the Boston Festival for Independent Games, Bandcamp, and the RPI Undergraduate Research Program. Five-time Ludum Dare participant (2020 – 2025).
- Founded and moderated a weekly game development discussion group from 2021 – 2023.

Customer Service Associate

March 2025 – Present

The Home Depot

Latham, NY

- Employee of the Month (June 2025), Customer Feedback Award (6x), Living Our Values “Homer” Award (5x), High Five Award (3x).
- Provides specific and helpful assistance and recommendations to customers, while maintaining stock and a clean/safe working environment.

Creative Director / Video Editor (Freelance)

May 2016 – December 2024

RabidRetrospectGames

Online (Remote)

- Recorded and edited footage, advised content schedules, and created graphics and music for one of the largest gaming channels on YouTube.
- RRG currently boasts over 1,000,000 subscribers and 822,534,350 views.

3D Artist (Freelance)

March – July 2019

Rensselaer Polytechnic Institute — Chemical/Biological Engineering

Troy, NY

- Created 3D visualizations of the work of Dr. Runye Helen Zha for use in presentations / grant proposals.

Asset / Background Artist (Freelance)

July – August 2018

Narralogical Laboratories

Troy, NY

- Created stylized assets for the Quill Visual Novel Engine (unreleased).

PROJECTS

Bouncebear (In Development)

- Currently finishing my first commercially released video game.

SKILLS & INTERESTS

- **Skills:** Game design (mechanical design, level design, player agency), 3D art (items, assets, low-poly), 2D

art (backgrounds, pixel art), writing (character dialogue), video editing (Youtube, Twitch)

- **Coding Languages:** GDScript, C#, Python
- **Frameworks / Libraries:** Godot, Unity, Blender, Clip Studio Paint, FireAlpaca, most Adobe products

REFERENCES

Jen Downen (Customer Experience Manager, Home Depot, Latham)

- (518) 421-9374

James Miller (Department Supervisor, Home Depot, Latham)

- (518) 312-0310

David Koloski (Software Engineer, Google)

- (570) 396-7530 (Personal Reference)

Cody Gilley (Founder, RabidRetrospectGames)

- codygilleySPACE1@gmail.com