

Robert Taylor

Lead Game Developer, Lead Game Programmer, and Game Artist - Game Creation of Pathfinders

Portland, OR - Email me on Indeed: [indeed.com/r/Robert-Taylor/fdce8a124a16f059](https://www.indeed.com/r/Robert-Taylor/fdce8a124a16f059)

I'm a lead game designer and programmer of an indie game called Pathfinders. The Pathfinders team consists of two designers/programmers, two artists, and one musician. It's amazing to be working with this group where we are all able to put our expertise together to create a video game. Pathfinders has only been in production since June 2016, and we are excited to see where the game will go in the future.

I'm proficient at C#, C++, C, and Python. I have worked with many other languages as well, including PHP, JavaScript, HTML. I am a team-orientated worker who's confident in taking up a leadership role. I like helping with group decision making, problem-solving, team communication, conflict resolution, and help train people to make sure they are caught up with the rest of the group. I believe that when team members are comfortable with one another and confident in themselves an optimal work environment is formed.

My passion of game designing and programming have been a dream of mine since before entering elementary school. I have always wanted to create and work on a game that not only I can enjoy, but many other could enjoy as well. That's what I decided to dedicated my college life to obtaining a B.S. in Computer Science to help bring that dream to fruition.

When I am not working on Pathfinders or learning more about programming, I often spend my time online. This include playing games such as League of Legends, Overwatch, Hearthstone, or new releases for console (PS4, Xbox One). I also spend time hosting, help organize, and participate in LAN gaming tournaments.

WORK EXPERIENCE

Lead Game Developer, Lead Game Programmer, and Game Artist

Game Creation of Pathfinders - August 2016 to Present

- Collaborated with peers (two game developers/programmers, two graphic designers, one musician)
- Developed in Unity 5.5 using C#
- Worked in both individual programming and pair-programming environment
- Designed and created scripts that hold and stored game information (quest details, player stats, game stats), player controls, in-game interaction, map generation, Artificial Intelligence for enemy interaction, dynamic UI system for animated text, dynamic inventory system, dynamic equipment system, dynamic quest log, and display of player stats
- Use procedurally generated maps as the basis for the game world
- Created basic sprites and resources
- Performed code optimization for CPU and Memory
- Designed and created storyboards to integrate a story into Pathfinders
- Experienced endless hours of debugging

Beta Tester/QA

Bughouse Productions - January 2005 to Present

- Reviewed software UI, digital content, and applications
- Beta tested interactive animations, videos, quizzes

- Styled professional documents
- Work with clients including Intel Education, Learning.com, Microsoft, and others

Senior Capstone Project Pick-Up Game Organizer

- June 2015 to July 2016

- Worked in a team of four people (three Computer Scientist Engineers and a client)
- Directed software design, management, and development of Pick-Up Game Organizer while staying focused on and responsive to the clients needs
- Collaborated with team member to prepare and organize professional documentation that outlined the project plan
- Used JavaScript, HTML, and PHP as the primary coding languages
- Kept version control through Bitbucket and maintained communication with coworkers and client
- Maintained focus of the project throughout development: to create a web application users can use to create, manage, and find pick-up games

Barista

Starbucks - August 2011 to June 2012

making drinks and running the register

- Opened Starbucks, including daily prep, such as making dripped and iced coffees and preparing pastries
- Closed Starbucks, including cleaning appliances and containers, balancing the till, and restocking inventory

Courtesy Clerk, Baker, and Cashier

Starbucks - August 2011 to June 2012

Prepared breads, pastries, and cakes, restocked inventory, and closed Bakery (cleaned, organized the shelves and utensils, and washed all dishes)

- Managed cash register, assisted customers, restocked, organized products, processed recycling, helped coworkers, bagged customer groceries, and completed other support tasks as needed

EDUCATION

Bachelor's in Computer Science

Oregon State University - Corvallis, OR
2012 to 2017

SKILLS

C# (2 years), C (3 years), HTML5 (Less than 1 year), PHP (2 years)

ADDITIONAL INFORMATION

Core Competencies

Software

- Windows OS ◦ LaTeX ◦ Unity 5.5 ◦ Bitbucket
- Office Suites ◦ Microsoft SharePoint ◦ Visual Studios ◦ Github

Programming Languages

- C# ◦ C ◦ JavaScript ◦ Python

◦ C++ ◦ PHP ◦ HTML5

Work Traits

◦ Problem Solver ◦ Leadership ◦ Responsible ◦ Dedicated
◦ Creativity ◦ Team Orientated ◦ Patient ◦ Sense of Urgency