

Kaleb Taylor

✉ taylorkaleb16@gmail.com ☎ 9053808624 🌐 <http://kalebtaylor3.github.io/>

SUMMARY

An experienced game developer with a strong background in Unity and C# programming. With over 4 years of experience, I have worked on various projects ranging from mobile games to VR experiences. I possessing expertise in developing gameplay systems, managing resources, and collaborating effectively with cross-functional teams. Highly skilled in project management, problem-solving, and time management, ensuring that projects are completed on time and within budget. I am passionate about creating engaging games that challenge players and leave a lasting impression.

RELEVANT WORK EXPERIENCE

Customer Service Representative

U-Haul

April 2022 – Present, St.Catharines, Ontario

- Assist an average of 50 customers per day with their moving and storage needs via phone, email, and chat.
- Achieve a 95% customer satisfaction rating by handling customer complaints and finding solutions to ensure their satisfaction.
- Process an average of 20 truck, trailer, and storage unit reservations per day while providing pricing and availability information.
- Provide guidance to customers on the safe and effective use of U-Haul's products and services.
- Promote additional services and products to meet customers' unique needs.

Freelance Web Developer

Taylor Media

March 2019 – December 2022, Remote

- Developed and maintained custom websites for small businesses and individuals using HTML, CSS, JavaScript, and PHP.
- Collaborated with clients to identify their needs and deliver high-quality, user-friendly websites that met their requirements.
- Managed all aspects of the web development process, including design, coding, testing, and deployment.
- Utilized content management systems such as WordPress and Joomla to create and manage website content.
- Improved website functionality and user experience by incorporating responsive design and accessibility standards.
- Successfully completed 10+ web development projects.

PROJECTS

Beyond Dark

Mortal Mind Games • January 2023 – April 2023

- Oversaw the development of all gameplay systems
- Utilized the Unity engine and wrote code in C# and HLSL to implement game mechanics, user interfaces, and visual effects.
- Collaborated with artists and designers to integrate 3D models, animations, and sound effects into the game.
- Conducted regular playtesting and debugging to identify and resolve issues and improve overall gameplay experience.
- Led the programming team to overcome challenges and meet project timelines
- Contributed to the development of a game that received positive feedback and showcased the team's skills and creativity.

Children Of The Crystal

Room8Studios • January 2022 – April 2022

- Led the development of the project
- Utilized advanced programming techniques, such as writing shaders, to achieve the game's stunning visuals and immersive gameplay.
- Managed and coordinated a team of designers and artists, ensuring that their efforts were aligned with project timelines and goals.
- Overcame challenges related to rapid development and limited resources to deliver a highly polished game that received positive feedback from players and industry professionals.
- Demonstrated advanced skills in C# programming and project management, gaining valuable insights into team coordination, time management, and problem-solving.
- Developed a game that showcases expertise in programming and ability to lead a team to achieve a common goal.

Zombie Outbreak

Independent • August 2021 – August 2021

- Worked as a team with one other student developer, for the Brackeys 'Chaos' game jam challenge (made in 5 days)
 - Used Unity engine and wrote code in C# to create an immersive game that challenged players to protect their troops from a zombie invasion
 - Incorporated various gameplay systems such as base building and resource management to make the game exciting and engaging
 - Managed the development of critical game systems including resource management, the wave system, troop system, turret system, and spawning system
 - Managed time effectively to ensure that the game's systems were developed efficiently and within the game's scope
 - Gained valuable experience in Unity development, improved skills in C# programming, and honed ability to work collaboratively with others
 - Effectively managed time to maximize productivity and ensure the successful completion of the game within a limited timeframe
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EDUCATION

3 Year Advanced Diploma

Niagara College • Welland, Ontario • 2023

High School Diploma

Denis Morris Catholic High School • St.Catharines, Ontario • 2019

SKILLS

C#, C++, HTML, CSS, JavaScript, PHP, JSON, SQL, Unity Engine, Unreal Engine, 3d Modeling, Animation