

# Kaleb Taylor

■ taylorkaleb16@gmail.com | ■ 905-380-8624 | ■ kalebtaylor3.github.io

## Summary

Game programmer with 4+ years of experience developing gameplay systems in **Unity (C#)** and **Unreal Engine (C++)**. Skilled in creating mechanics, writing shaders, integrating 3D assets and UI, and collaborating with artists and designers. Passionate about building engaging, polished experiences that challenge players and showcase strong technical creativity.

## Technical Skills

**Languages:** C#, C++, HLSL, JavaScript, PHP, SQL, JSON

**Engines & Tools:** Unity Engine, Unreal Engine, Git, Visual Studio

**Other:** Gameplay Systems, Shaders, 3D Modeling, Animation, UI Integration

## Game Projects

### Evermania – Lead Programmer, Independent Project (2021–2023)

- Released on iOS & Android with 200+ downloads.
- Developed all core systems including infinite grid gameplay, controls, UI, cosmetic shop, and playable ads in Unity (C#).
- Designed engaging gameplay loops and balanced monetization with player experience.
- Gained experience with mobile development, ad integration, and app store publishing.

### Beyond Dark – Lead Programmer, Mortal Mind Games (Jan–Apr 2023)

- Oversaw the development of all gameplay systems and programming direction.
- Implemented gameplay systems, UI, and visual effects in Unity (C# + HLSL).
- Collaborated with designers/artists to integrate models, animations, and audio.
- Led debugging/playtesting cycles, improving player experience and performance.
- Awarded **Best Technical Achievement** at Level Up Toronto, presented by Gameloft.
- Project received strong feedback for creativity and polish.

### Children of the Crystal – Lead Programmer, Room8Studios (Jan–Apr 2022)

- Designed core mechanics and visual systems, including custom shaders.
- Coordinated with a small team of designers and artists to meet deadlines.
- Delivered a polished prototype under limited resources, gaining positive feedback.

### Zombie Outbreak – Programmer, Independent / Brackeys Jam (Aug 2021)

- Built resource, base-building, and wave systems in Unity within 5 days.
- Developed troop, turret, and spawning mechanics in C#.
- Strengthened skills in rapid prototyping and collaborative problem-solving.

## Education

**Advanced Diploma, Game Development** – Niagara College, Welland, ON (2023)

**High School Diploma** – Denis Morris Catholic High School, St. Catharines, ON (2019)

## Professional Experience

**Customer Service Representative** – U-Haul, St. Catharines, ON (Apr 2022 – Present)

- Provide customer support for moving/storage needs, averaging 50+ customers daily.
- Developed teamwork, communication, and problem-solving skills under pressure.
- Balance responsibilities while maintaining part-time work during studies and projects.