

Taylor Christianson

Game Developer

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C# • C++ • HLSL • Unity Engine • Photon Networking • Trello • Visual Studio 2019 • Agile/Scrum Development • Object-Oriented Programming • Git • Microsoft Office

Education

Bachelors in Game Development

NOVEMBER 2018 - JUNE 2021

Full Sail University - Winter Park, FL

Courses in Computer Science,

AUGUST 2012 - MAY 2015

Electrical and Civil Engineering

Boise State University - Boise, ID

Game Projects

To The Moon! (Unity & Photon)(PC)

FEBRUARY 2021 - JUNE 2021

3D Multiplayer Space Shooter

Project Lead of 6 person team

- Designed and Programmed AI fighter ships using steering behaviors and compute shaders to improve framerates.
- Photon-based networking and syncing GameManager, MatchManager, weapons and projectiles, loading screens/transitions, procedural map generation. Also designed and programmed multiplayer UI including ready up system, name changing, player and lobby listing, scoreboard and score tracking, and hit registration.
- Overhauled and integrated player controller, including single/multiplayer versions via polymorphism and inheritance.

Memoria Damnum (Unity)(PC)

JANUARY 2020

2D platformer, Global Game Jam 2020

Programming Lead in 9 person team

- Global Game Jam 2020 submission
- Designed and Programmed object pooling collectible items with preset location spawns that don't respawn once collected.
- Contributed in multiple areas, including level design, audio and gamemanager systems, and VFX using particle systems and texture masking

Retrospectre (Unity & Web)(PC)

SEPTEMBER 2019 - NOVEMBER 2019

2.5D metroidvania platformer

Project Lead of 4 person team

- Designed, programmed and iterated AI systems for over 8 different enemy types.
- Level Design and Construction and system programming for interactables such as destructible areas, climbable walls, moving platforms, and other puzzle/movement mechanics.
- Player Controller design and iteration, weapon and projectile design and programming.

Experience

Video Advertising Editor

Advanced Clinical
Research - Meridian, ID
JULY 2018 - FEBRUARY 2019

Video Assistant

San Francisco 49er's -
San Jose, CA
SUMMER 2012, 2013

Favorite Games

Guild Wars franchise •
God Of War 2018 •
Ratchet and Clank
franchise • Ghost of
Tsushima • Rayman
Revolution • Returnal •
Subnautica • Shadow
Warrior • Titanfall 2 •
Tenchu Z • Viva Piñata •
Sly Cooper franchise