

Taylor Christianson

Game Developer | Lead Programmer | Generalist

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C# • C++ • HLSL • Unity (URP/HDRP/6/Cloud) • iOS & Android • Photon Networking • Perforce • Git • TeamCity • JetBrains Rider • Visual Studio • Cursor AI • Agile/Scrum • Game & Systems Design • Procedural Gen • AI Systems • Profiling & Optimization

Game developer and natural team leader with 4.5 years of professional experience at Halfbrick Studios. I consistently take on lead roles – pitching ideas, building prototypes, and driving teams from concept through production. My technical expertise is in Unity and C#, with generalist experience spanning systems architecture, game design, mobile optimization, and tool development.

Professional Experience

Lead Programmer/Project Lead

OCT 2021 - FEB 2026

Halfbrick Studios

- Led multiple cross-functional teams across 2 production projects from prototype through production.
- **Scraptics (Closed Beta Release):** a tactical turn-based roguelike on a hex grid with a unique inventory puzzle mechanic in Unity 6. Pitched in game jam, selected for production – led team of 4. Delivered complex recursive algorithms, procedural generation, modular AI behaviors, full UI/UX, cross-platform save systems, leaderboard networking, and iOS/Android profiling & optimization.
- **Unannounced Mobile project:** Prototyped and pitched 2D endless runner with unique swinging mechanic. Led physics prototyping and core systems dev as project lead and lead programmer.

Education

Bachelors in Game Development

NOV 2018 - JUN 2021

Full Sail University - Winter Park, FL

Game Projects (Pre-Industry)

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

FEB 2021 - JUN 2021

3D Multiplayer Space Shooter

- Project Lead
- AI ships via steering behaviors & compute shaders
- Full Photon networking: GameManager, MatchManager, weapons, procedural map gen, single/multiplayer player controller

Retrospectre (Unity & Web)(PC)

SEP 2019 - NOV 2019

2.5D metroidvania platformer

- Project Lead
- AI systems for 8+ enemy types.
- Player controller, weapons, and interactable systems

Favorite Games

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

Game Jams

Sumo Fight

2024

(Unity 6, Photon)(iOS & Android)

Multiplayer party game (Internal Halfbrick Game Jam)

- Project lead & lead programmer
- Pitch, Photon networking, player customization & gameplay sync.

Survivors Aren't Dead

2023

(Unity 6)(iOS & Android)

Survivor-like action game (Internal Halfbrick Game Jam)

- Project lead & lead programmer
- Pitch, core design, enemy AI, and sound design.

Memoria Damnum

JAN 2020

(Unity)(PC)

2D platformer (Global Game Jam 2020)

- Lead programmer
- Object pooling, level design, Audio/GM Systems, and VFX

Full Resume and References available upon request