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| **Rob E. Taylor** | West Bronx, NY | 718.300.8366 | [rtaylor4444@gmail.com](mailto:rtaylor4444@gmail.com)  <https://www.linkedin.com/in/robtaylorswe>  Portfolio: <https://rtaylor4444.github.io> |

SOFTWARE ENGINEER | GAME DEVELOPER

Software Engineer and Game Developer with formal training and hands-on experience. B.S. degree in Game Development and professional Node.js coding certificate. Proven ability in designing and building real-time multiplayer game engines and systems with various features and components including artificial intelligence, 2D and 3D graphic displays, computer opponents, and life-like characters and behaviors. Plans and manages projects through the full life cycle from requirements definition and analysis, preproduction, and testing to debugging, coding optimization, and release. Works well independently and in small or large teams. Excellent understanding of data structures, algorithms, and complex mathematics. Creative with a passion for learning new technologies and strong troubleshooting skills.

CORE COMPETENCIES

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| * Software Engineering * Requirements and Specifications * Three-Dimensional (3D) Graphics * Animation * Software Testing and Deployment | * Game Design and Development * Technical Design Documentation * Artificial Intelligence (AI) * Multi-Player Gaming * Upgrades and Enhancements | * Full Stack Development * Project Management * Data Structures and Algorithms * Advanced Mathematics * Technical Troubleshooting |

TECHNICAL PROFICIENCIES

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| **Systems:** | Windows OS, Mac OS |
| **Gaming:** | Unreal Development Kit (UDK), Unity, Microsoft XNA Framework, NavMesh, ARKit / ARCore in Unity, Physics and Collisions Programming |
| **Front End:** | HTML5, CSS3, SASS, JQuery, AJAX, React.js |
| **Back End** | Node.js, Express.js, MongoDB |
| **Environments:** | Microsoft Visual Studio – Integrated Development Environment (IDE) |
| **Source Control:** | GitHub, Tortoise SVN, Alienbrain |
| **Programming:** | C, C++, C#, Java, JavaScript, Unreal Script |

EDUCATION

**Bachelor of Science in Game Development**, 2012

Full Sail University, Winter Park, FL

CERTIFICATIONS

Certificate, The Complete Node.js Course, Mosh (Coding Made Simple), Serial No. cert\_brngz83b, May 2020