

# Taylor Smith

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## Summary

Recent Penn State Digital Arts & Media Design grad with experience in 3D modeling, gameplay scripting, and UX/UI and graphic design. Looking to apply both technical and creative strengths in a hands-on role.

## Experience

**Graphic Design and Social Media Intern**, Penn State Sustainability — State College, PA

May 2024 - June 2025

I designed promotional materials and graphics supporting Penn State's sustainability priorities, including embedding sustainability in education, decarbonizing the university, and supporting communities across the Commonwealth. I also managed social media channels, created engaging content, and contributed to digital campaigns that promoted initiatives and events.

## Education

**B.Des. Digital Arts and Media Design**, The Pennsylvania State University

Aug 2021 - May 2025

GPA: 3.5/4.0

Relevant Coursework: Animation Fundamentals, Creative Coding: Scripting for Art and Design, 3D Printing for Artists and Designers, Digital Painting, 3D Studio, Web Design/Visual Web Development, Game Studio, Immersive Media

## Projects

taysmith.me (Click here for full portfolio)

**Nature's Song** — [shorturl.at/6jGtX](https://shorturl.at/6jGtX)

Sep 2024 - May 2025

Rhythm-based game where players restore a magical meadow by matching beats. Developed as senior thesis; all assets modeled in Blender, gameplay scripted in Godot Engine.

**Nautilus** — [tinyurl.com/5xr6m6te](https://tinyurl.com/5xr6m6te)

April 2024

Explore themes of facing your past, reconciliation, loss of a friend, and forgiveness. Made with Godot Engine. I modeled two of the three environments and all key interactive objects in Blender.

**Space Control** — [cndles.itch.io/space-control](https://cndles.itch.io/space-control)

May 2024

Face the battle of complacency and morality as you repair your broken spaceship. I modeled the environment in Blender and scripted the entire game in Godot Engine.

## Activities

**Penn State Esports Team**, Graphic Designer

Dec 2020 - May 2021

Designed team graphics and logos. Collaborated with team leads on design strategy and execution.

**Penn State VR Club**, Vice President

Dec 2022 - Dec 2024

Founding member. Created promotional materials, led meetings, and helped shape the club's strategic direction.

**Penn State Game Design Club**, Member

Dec 2022 - Dec 2023

Active participant in club activities.

## Skills

**Languages:** Python, Java, GDScript, HTML, C#

**Software:** Blender, Godot Engine, Unity, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Procreate, Figma

## Honors

**Penn State Dean's List** — The Pennsylvania State University

August 2022 - May 2025