TAYLOR ROSEBERRY
TECHNICAL DESIGNER

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ENGINES
- Unreal Engine 4
- Unity 2018
- Creation Kit

SCRIPTING
- C#
- UE4 Blueprints
- Lua
- Java
- Javascript
- HTML/CSS

LEVEL DESIGN
- Singleplayer Quests
- Multiplayer CTF Maps
- Paper Map Layouts
- Level Design Documents
- Whiteboxing/Blockouts

TOOLS
- Perforce
- JIRA
- Github
- Trello
- Microsoft Office
- Google Drive Suite

PRODUCTION
- Agile Production
- Scrum Method
- Rapid Prototyping
- Documentation
- Team Development
- QA Testing

ART
- Adobe Photoshop
- Adobe XD

SHIPPED TITLES

PROJECT 1V1
GEARBOX STUDIOS
PC

Intern — May 2019 - Present
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LAWBREAKERS
NEXON
PC(STEAM), PS4

Functionality QA Tester — Feb 2017 - Feb 2018
- Performed manual tests to ensure game systems were functioning as detailed in design documentation
- Reported game bugs as detailed issue tickets in JIRA
- Participated in live games with the community to evaluate game balance

DRAGON QUEST HEROES
SQUARE ENIX
PS4

Localization QA Tester — June 2015 - Aug 2015
- Searched large amounts of in-game text for spelling, grammar, and syntax errors to ensure gameplay quality
- Interfaced with translators to ensure any in-game text conformed to all language standards
- Re-wrote overflown content to fit the given interface space while retaining the original meaning and tone

LOST DOORS
LION COLLECTIVE
ANDROID (GOOGLE PLAY)

Lua Programmer — June 2014 - Aug 2016
- Programmed core gameplay systems using Lua in Corona SDK engine
- Implemented levels based on designer's paper maps
- Designed and implemented sound effects

TEAM PROJECTS

GO GO-KARTS
COMMON DENOMINATOR STUDIOS (SMU GUILDHALL)
Team Size: 45
PC

Lead Level Designer, Technical Designer — Feb 2019 - May 2019
- Worked with the Game Designer, Lead Artist, Lead Programmer, and Producers to lead the creation of the game
- Oversaw a team of 16 designers from the prototyping stage through Alpha
- Created level design doc templates and maintained design documentation
- Aided programmers in the creation and implementation of gameplay mechanics

VOYAGE
RAD COBRA STUDIOS (SMU GUILDHALL)
Team Size: 5
ANDROID

Level Designer, C# Programmer — Sept 2018 - Dec 2018
- Designed, implemented, & iterated the tutorial level
- Scripted functionality for the Pause Menu, Scrolling Credits, & Audio Settings systems
- Implemented sound effects and mixed in-game audio
- Implemented sprite animations for ghost sailors and enemy deaths

VISIONS: CHAOS IN NAANGO
LOYOLA MARYMOUNT UNIVERSITY
Team Size: 10
PC

Game Designer, C# Programmer — Jan 2015 - May 2016
- Concepted original game pitch and developed team to take the idea from concept to completion
- Created design documentation for a game averaging 2 hours of play time
- Programmed character controllers, combat system, NPC dialogue system, and UI system
- Integrated art assets in Unity to design level layouts

SOLO PROJECTS

MCCONNELL MANOR
SMU GUILDHALL
FALLOUT 4 QUEST MOD

Quest Designer — Mar 2019 - May 2019
- Designed a singleplayer quest line for Fallout 4
- Created three interior spaces from Creation Kit's various modular building kits
- Scripted needed gameplay functionality using Papyrus

DOTS & LINES
PERSONAL PROJECT
ANDROID

Solo Developer — Sept 2017 - Nov 2017
- Designed and programmed core gameplay systems in C#
- Designed and implemented 30 puzzles and a tutorial
- Created all art assets in Gimp

EDUCATION

MASTER OF INTERACTIVE TECHNOLOGY
THE GUILDHALL - SOUTHERN METHODIST UNIVERSITY

Anticipated Graduation May 2020