



TAYLOR ROSEBERRY | TECHNICAL DESIGNER

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GAME PROJECTS

Technical Designer | Lead Level Designer: *Go Go-Karts*

Feb - May 2019

Unreal Engine 4 | Team : 46 | PC

- Programmed swinging pirate ship obstacle for the pirate themed track using Blueprints
- Implemented AI paths, checkpoints, kart spawns, and respawn volumes for the 3 tracks
- Worked with lead team of 7 to guide the creation of the game to the Alpha milestone
- Led 16 designers who worked on unique sub-teams like Game Systems, Track Design, UI, VFX, & Audio
- Created and maintained design documentation with designers

Quest Designer: *"McConnell Manor" - Fallout 4*

Mar - May 2019

Creation Kit | PC

- Designed a singleplayer quest line for Fallout 4
- Scripted unique puzzle functionality, quest logic, and AI behavior using Papyrus
- Created and set dressed two unique interior spaces

C# Programmer | Level Designer: *Voyage*

Sept - Dec 2018

Unity 2018 | Team: 5 | Android

- Programmed Pause Menu, Credits Menu, & Audio Settings systems
- Implemented sound effects and mixed in-game audio
- Implemented sprite animations for ghost sailors and enemy deaths
- Designed, implemented, & iterated the tutorial level

Sole Developer: *Dots & Lines*

Sept - Nov 2017

Unity 2017 | Android

- Designed and programmed all gameplay systems in C#
- Designed and implemented 30 puzzles and a tutorial
- Created all art assets in Gimp

Game Designer | C# Programmer: *Visions: Chaos in Naango*

Jan 2015 - May 2016

Unity 5 | Team : 10 | PC

- Concepted original game pitch and developed team to create demo
- Created and maintained design docs for a 2 hour narrative game
- Programmed character controllers, combat system, dialogue system, and UI system
- Integrated art assets in Unity to design level layouts

Lua Programmer: *Lost Doors*

June - Sept 2014

Corona SDK | Team: 4 | Android

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

WORK EXPERIENCE

Functionality QA Tester: *Lawbreakers*

Feb 2017 - Feb 2018

Nexon America | El Segundo, CA | PC, PS4

- 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 balance

Localization QA Tester: *Dragon Quest Heroes*

June - Aug 2015

Square Enix America | El Segundo, CA | PS4

- Searched large amounts of in-game text for errors to ensure gameplay quality
- Interfaced with translators to ensure any in-game text conformed to all language standards
- Re-wrote overflowed content to fit given UI space while retaining original meaning and tone

EDUCATION

The Guildhall - Southern Methodist University

May 2020

Masters of Interactive Technology in Digital Game Development
Specialization in Level Design

ENGINES

- Unreal Engine 4
- Unity 2018
- Creation Kit

PROGRAMMING

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

LEVEL DESIGN

- Singleplayer Design
- Multiplayer Design
- Quest Design
- Design Documentation
- Paper Map Layouts
- Whiteboxing & BSP

TOOLS

- Perforce
- JIRA
- Confluence
- Visual Studio
- Adobe Photoshop
- GitHub
- Trello
- Microsoft Office

PRODUCTION

- Agile Development
- Scrum Methodology
- Rapid Prototyping
- Team Production
- PC Development
- Mobile Development
- QA Testing