



# TAYLOR ROSEBERRY

## TECHNICAL DESIGNER

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## EXPERIENCE

**GO GO-KARTS**  
COMMON DENOMINATOR  
STUDIO (SMU GUILDHALL)  
PC

**Lead Level Designer, Technical Designer** Feb 2019 - May 2019

- Worked with the Game Designer, Lead Artist, Lead Programmer, and Producer 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)  
ANDROID

**Level Designer, C# Programmer** Sept 2018 - Dec 2018

- Designed, implemented, & iterated on the tutorial level
- Scripted functionality for 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  
PC

**Game Designer, C# Programmer** Jan 2015 - May 2016

- Concepted original game pitch and developed a 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 navigation
- Integrated art assets in Unity to design level layouts

**LOST DOORS**  
LION COLLECTIVE  
ANDROID (GOOGLE PLAY  
STORE)

**Lua Programmer** June 2014 - Aug 2016

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

**LAW BREAKERS**  
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 overflowed content to fit the given interface space while retaining the original meaning and tone

## SOLO PROJECTS

**MCCONNELL MANOR**  
SOUTHERN METHODIST  
UNIVERSITY  
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**  
SMU GUILDHALL - SOUTHERN METHODIST UNIVERSITY

Anticipated Graduation May 2020

## ENGINES

- Unreal 4
- Unity 2018
- Creation Kit

## SCRIPTING

- C#
- Java
- Blueprints
- Lua
- 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

## ART

- Adobe Photoshop
- Adobe XD

## PRODUCTION

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