



TAYLOR ROSEBERRY

TECHNICAL DESIGNER

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GAME PROJECTS

GO GO-KARTS

SMU GUILDHALL
Team Size: 46
PC

Lead Level Designer, Technical Designer Feb 2019 - May 2019

- Worked with lead team of 7 to guide the creation of the game
- Oversaw a team of 16 designers who worked on various tasks
- Created and maintained design documentation with designers
- Programmed swinging pirate ship for the pirate themed track
- Implemented AI driving paths, checkpoints, kart spawn points, and respawn volumes for the three tracks

MCCONNELL MANOR

SMU GUILDHALL
FALLOUT 4 QUEST

Quest Designer

Mar 2019 - May 2019

- Designed a singleplayer quest line for Fallout 4
- Created and set dressed two unique interior spaces
- Scripted needed gameplay functionality using Papyrus

VOYAGE

SMU GUILDHALL
Team Size: 5
ANDROID

Level Designer, C# Programmer

Sept 2018 - Dec 2018

- Designed, implemented, & iterated the tutorial level
- 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

DOTS & LINES

PERSONAL PROJECT
ANDROID

Solo Developer

Sept 2017 - Nov 2017

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

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 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

LOST DOORS

LION COLLECTIVE
ANDROID
(GOOGLE PLAY)

Lua Programmer

June 2014 - Sept 2014

- 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

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 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

EDUCATION

SMU GUILDHALL

Master of Interactive Technology, Specialization in Level Design

Anticipated Graduation May 2020

ENGINES

- Unreal Engine 4
- Unity 2018
- Creation Kit

SCRIPTING

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

LEVEL DESIGN

- Quest Design
- Multiplayer CTF
- Map Design
- 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