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| A close up of a logo  Description automatically generated | TAYLOR ROSEBERRY | **Technical Designer**  www.taylorroseberry.com | Taylor.Olivia.Roseberry@gmail.com | (770)712-2243  **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 spawn, 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 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 single player 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   * 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   * Searched large amounts of in-game text for errors to ensure quality * Interfaced with translators to ensure and in-game text conformed to all language standards * Re-wrote overflow text to fit the 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 |