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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 |
| **ENGINES**   * Unreal Engine 4 * Unity 2018 * Creation Kit   **SCRIPTING & PROGRAMMING**   * 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 * Quality Assurance Testing   **ART**   * Adobe Photoshop * Adobe XD | **GAME PROJECTS**  Lead Level Designer | Technical Designer: *Go Go-Karts* Feb 2019 – May 2019  Unreal Engine 4 | Team: 46 | PC   * 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 obstacle for the pirate themed track * Implemented AI driving paths, checkpoints, kart spawn points, and respawn volumes for 3 tracks   Quest Designer: “McConnell Manor” - *Fallout 4* Mar 2019 – May 2019  Creation Kit | PC   * Designed a single player quest line for Fallout 4 * Created and set dressed two unique interior spaces * Scripted needed gameplay functionality using Papyrus   Level Designer | C# Programmer: *Voyage* Sept 2018 – Dec 2018  Unity 2018 | Team: 5 | Android   * 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   Solo Developer: *Dots & Lines* Sept 2017 – 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* Jun 2014 – 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 2015 – Aug 2015  Square Enix America | El Segundo, CA   * Searched large amounts of in-game text for spelling, grammar, and syntax 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 given interface space while retaining the original meaning and tone   **EDUCATION**  The Guildhall – Southern Methodist University Anticipated Graduation May 2020  Master of Interactive Technology, Specialization in Level Design |