

Michael K. Taylor

Phone: 512-507-3076

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SKILLS

Game Design

-Scripting: Enemy AI, Player Movement, Tools
-Level Design: Grey Boxing, Enemy Placement
-Design Documentation

Programming

-C++ / C#
-Blueprints

Software

-Unity (**Programmer Certified**)
-Unreal Engine
-Microsoft Visual Studio

EXPERIENCE

- **Dinosaur Games** - Dallas TX (September 2018 - Present):

- **Programmer**

Working as a contract programmer to work on projects for clients. Responsibilities include UI, Enemy polish, visual effects. I mostly handled bug fixing when needed and learned the Unity asset Playmaker.

- **Big Niche Games** - Austin TX (August 2017 - Present):

- **CEO, Designer, Programmer**

Worked on Negative World a 2D puzzle platformer where the jumps are limited. Responsibilities includes the design, level design, and programming the inner working of the game (physics, level transitions, implementing cutscenes).

- **Hidden Achievement** - Austin TX (December 2016 - May 2019):

- **Programmer**

Worked on Outpost Delta, a 2D Metroidvania with gravity control mechanics. Responsibilities included enemy AI, item generation, and general gameplay bug fixing. The game won best at show at The Intel Gaming Showcase 2017 during Austin Game Conference.

- **Viewer Ready** - Austin TX (November 2016 - December 2016):

- **Programmer**

Contributed to Bud Light VR Challenge, a basketball simulator for the HTC Vive where the players goal is to get as many successful free shots in the given time limit. I handled the scoring and particles, and learned object pooling to increase the performance.

- **Pixel Pushers Union 512** - Austin TX (August 2016 - Present):

- **Programmer**

Worked on the game Tonight We Riot, a 2D beat' em up with mechanics from Pikmin mixed in. My responsibilities were primarily, on AI, and polish. We were the star attraction at the New Blood Interactive booth at PAX West 2016.

EDUCATION

Austin Community College – Austin, Texas (August 2016)
Associates Degree in Applied Science (Game Design Specialization)

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REFERENCES

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