

Michael K. Taylor

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SKILLS

Game Design

- Scripting: AI, Spawning, Animation States & Conditions, Lighting
- Level Design: Grey Boxing, Triggering Events
- Design Documentation

Programming

- C++ / C#
- JavaScript
- Python

Software

- Unity (**Developer Certified**)
- Microsoft Office & Visual Studio
- Adobe Photoshop
- Audacity

EXPERIENCE

- **Big Niche Games** – Austin TX (August 2017 - present):
 - **CEO, Designer, Programmer**
Working 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).
- **Pluralsight** – Slat Lake City UT (December 2017 - present):
 - **Course Author**
Taught a course on 2D physics and colliders in the Unity game engine. The course included rigidbody, colliders, effectors, and basic scripting. I voiced and edited the videos for the course.
- **Hidden Achievement** – Austin TX (December 2016 - present):
 - **Programmer**
Working on the game Outpost Delta, a 2D Metroidvania with gravity control mechanics. Responsibilities include 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 player's 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**
Working on the game Tonight We Riot, a 2D beat' em up with mechanics from Pikmin mixed in. My responsibilities are primarily, on AI, and polish. We were the star attraction at the New Blood Interactive booth at PAX West 2016.
- **Game Worlds** – Austin TX (June 2016 – August 2016):
 - **Tutor**
Summer Camp with the objective of teaching students ages 9 to 18 game development using mostly Construct 2, while offering tutorials for Unity, Unreal, and Lua. I assisted in the Unity tutorial, teaching them to make Space Invaders with eyes in amazement at what they just made.

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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