

AVERY TAYLOR

Game & Level Designer

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SKILLS

Level Design
Layout Design
World Building
Systems / Combat Design
Prototyping
Documentation
User Testing
Iteration
C#
Unreal Blueprints
HTML

TOOLS

Unreal 4 & 5
Unity 3D, 2D & VR
Autodesk Maya
Blender
Adobe software
Figma
Pv4 Perforce
GitHub
Confluence
Trello
Miro
Jira

AWARDS + EXHIBITIONS

Indie Cade Nomination · 2022

Nominated for Live Action Award
Kitchen Kauldron

Capstone Nomination · 2022

Nominated for Entertainment Capstone
Fire Fight

Rose Valley Game Jam · 2020

Recipient for Mentor Recognition
Penguin Slap

EDUCATION

Art Center College of Design ●

Aug 2019 - April 2023
Bachelor of Science in Game Design

WORK EXPERIENCE

Art Center College of Design

January 2023 - April 2023

Level Design One · Teachers' Assistant

- Assisting faculties with lectures and level design fundamental Q&As.
- Providing students design critiques, assignments grading and technical assistance in Unreal Engine, Knytt Stories and Mario Maker 2.
- Managing and documenting student work on Trello and Zoom.
- Providing research materials and resources to assist student learning.

Coin Crew Games

January 2021 - April 2021

Escape Academy · Design Intern

- Proposed and presented new puzzle designs and level ideations.
- Reworked levels with illustrative paint overs to redefine and envision thematic level design spaces for virtual escape rooms.
- Worked alongside senior designers and artists to create research, mechanics, and systems documentation.

Conejo Recreation Park District

June 2014 - August 2019

Newbury Park Camp · Summer Camp Director

- Planned and organized activities for 40+ children between the ages of 4-10, spanning 14 weeks.
- Designed, planned games, and activities for children. Recreation ranged between motor and cognitive activities that suit children between their respective ages, such as crafts and sports.
- Led and coordinated five staff members to facilitate activities and manage time.

ACADEMIC EXPERIENCE

Neo Versailles

August 2022 - April 2023

Level / Game Designer

- Utilized documentation and design tools to communicate and collaborate with a multidisciplinary team of 30+ people.
- Created and implemented level design ranging from guide maps, level blockouts, encounters, mechanics and traversal design in Unity 3D and Adobe.

Fire Fight

January 2021 - April 2022

Lead Game Designer

- Led a group of three concept artists to develop an art bible for my intellectual property *FireFight*.
- Collaborated on concept artists on visual design, mood boards, game concept breakdowns while.
- Prototyped core gameplay, and documented systems design using wiki confluence page.
- Pitched the game demo and art bible to industry professionals.

Kitchen Kauldron

August 2021 - April 2022

Game / Immersive Designer

- Designed, fabricated, and created a cooperative themed experience using alternative controllers.
- Worked with four concept artists to develop artistic renderings for 2D art assets.
- Coordinated with 2 other game designers that connected three-game stations to create immersive and interconnected experiences.
- Envisioned the layout, designed, and constructed physical spaces using lighting, fabricating, decorating, etc.
- Conducted live playtests hosted at *Two Bit Circus Indie Night*, collected and iterated player feedback.
- Developed systems, prototype, and documentation.