CALEB TAYLOR
WRITER & GAME DEVELOPER

Narrative Design graduate with an advanced technological and development background, focused on delivering story-driven interactive experiences.

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WORK EXPERIENCE

Game Developer, 2019-Present
Snake-Eye Studios, Independent

Developer and Writer for 2 shipped commercial games

Writer, 2015-Present
Xsolla, TV & Radio, Slickster

Writer & Editor for 20+ games industry B2B articles, 20+ radio shows, 4 TV episodes and numerous game reviews/coverage

Junior Developer, 2018 - 2020
SanMar Canada

Front-end web developer and designer, tools programmer, and IT generalist

Marketer/Web Developer, 2016 - 2020
TEDxSFU, ElementIQ, Freelance

Marketer and Web Developer for freelance clients and in-house

TOOLS & SKILLSETS

Languages:

C#, C++, C, Java, Javascript, Python, PHP, SQL, GML, GodotScript

Tools:

Unity, Unreal, Godot, GMS:2

Ink, Twine

Maya, Blender, Aseprite

Adobe Photoshop, Illustrator, Premier

Jira, Mantis, Trello, Asana

Google/Microsoft Office Suite

EDUCATION

SFU School of Interactive Arts & Technology | 2021

BSc in Interactive Arts & Technology Concentration in Interactive Systems

STORYTELLING

- **Wrote the narrative, (branching) dialogue, and prose** for 2 shipped games, 3 in-progress games, and 2 discontinued titles across commercial, student, and independent projects
- **Authored 3** interactive story episodes for the "Tales" mobile platform
- Conceptualized, scripted, and supervised **screenplays for 4** television show episodes
- Wrote and published short horror and science fiction stories online, **amassing over 200,000 views in total**
- Directed and wrote the script/branching dialogue for two student films
- Scripted and hosted **over 20** weekly "Video Game Corner" radio segment

TECHNICAL PROFICIENCY

- Designed and developed a script-driven, scalable, branching narrative system following the MVC design structure; capable of rendering **arbitrary amounts of dialogue choices**, story branches, script lines, and interactable/scriptable characters
- Created an open-source Library for the Phaser 3 game engine allowing **scalable/responsive UI elements**
- Programmed gameplay and UI for **three shipped games** and three in-progress titles
- Used Javascript, Python, and web technologies to develop and implement a **simplified** web-based graphic design tool, **automate** a lengthy image editing pipeline, and **modernize** an image database interface
- Developed numerous freelance websites for corporations, small business, and individual clients

COMMUNICATION & COLLABORATION

- Directed and supervised the development of **3 game projects**, managed tasks, and devised their timelines
- Administrated the student robotics group "Technovus" as Co-President and Director of Marketing, **launched 3 successful hackathons** and facilitated multiple student workshops and projects
- **Launched a successful TEDx** event in collaboration with internal and remote teams
- Tested Before Your Eyes, Deathtrash, A Forgetful Loop, and Moonquest, and collaborated with developers to document and manage bugs
- Managed internal and remote teams on a corporate multi-site network project using Wordpress and AWS