



Jeff Taylor

Game Designer

My Contact

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Skills

- Game Design
- C# Programming
- Project/Team Management
- Documentation
- Prototyping and Playtesting
- Problem-Solving
- Adaptability
- Communication

Software

- Unreal
- Unity
- Visual Studio
- Blender
- Photoshop
- Github
- Jira/Confluence
- Trello/Milanote/Hack n Plan
- Google Workspace
- Audacity

About Me

I am a passionate and creative game designer with a keen eye for crafting engaging video games. My expertise lies in game design principles, and I possess a comprehensive understanding of various game genres. Throughout my professional journey, I have successfully implemented diverse gameplay mechanics for multiple projects. I have a strong belief in continuous learning, which keeps me motivated to stay on top of the latest trends and expand my skill set.

Work History

Khosouf Studio | Game Designer

February 2023 - Current

- Worked on their next releases, 'Glitchcore' and 'Shadow Dreams' where I have mostly designed and set dressed the levels, while constantly doing other various duties such as programming basic functions with blueprints, designing weapons and mechanics, animating with a control rig, lighting, audio work, and optimizing/bug-fixing.
- Shipped 'Box To The Beat' on the Playstation VR2 where I designed, mapped out, and play-tested half of the levels.
- Represented the company at numerous events.
- Created and maintained various documents
- Other minor duties such as writing dialogue, creating pitch decks, and doing market research.
- Worked on, and released many white labeled projects. One of which was made for Abu Dhabi Department of Culture and Tourism where they showcased it at various events

Education

Bachelor of Game Development (Game Design)

SAE Institute - Dubai, UAE | *September 2020 - September 2023*

Additional information

- Avid gamer with a deep understanding of current trends across mobile, console, and PC platforms, including AAA games as well as emerging genres like narrative-driven indie games and online multiplayer titles.
- Enthusiastic about acquiring knowledge in emerging technologies, such as VR/AR and procedural content generation, to push the boundaries of interactive experiences.
- Proficient in providing constructive feedback related to game design elements, while offering ways to improve them.