



Jeff Taylor

Game Designer

My Contact

✉ jeff@jefftaylor designs.com

☎ +971 58 976 1443

📍 Abu Dhabi, UAE

🌐 jefftaylor designs.com

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 with Khosouf Studio. 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

May 2023 – Present

- Currently working on our next release, '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.

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.