

# Ben Taylor

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## Proficiencies (1-5 Level)

### Engines

- Unity 5 (3)
- Unreal Engine 4 (4)

### Content Creation Software

- Photoshop CC (4)
- Illustrator CC (5)
- Maya 2017 (2)
- 3dCoat (2)
- Substance Painter (2)
- Google Docs/Office Suite (5)

### Technical

- C# (4)
- C++ (2)
- Unreal Blueprints (4)
- HTML5 (3)
- CSS (3)
- XML (2)
- SQL (2)

### Production

- HacknPlan (5)
- Documentation (4)
- Agile Development (4)
- SCRUM (5)

## Skills

- Production schedule creation, documentation, and management
- Leadership in a creative environment
- Customer service worker and relations
- Problem solving and analysis
- Open minded and willing to listen
- Insatiable Learner

## Education

### Digital Media B.A. – Game Design

University of Central Florida  
May 2018

## Experience

**Ransacked**, made with Unreal Engine 4, team size 12

- Project Manager & Producer | Student Game Design Project at UCF | 2018
  - **Responsibilities:**
    - Create and maintain documentation which included the Game Design Document, Art Style Guide, and Technical Design Document
    - Holding SCRUM meetings with each team member and leads
    - Tasks creation and assignment based on Gantt Chart and implemented through HacknPlan
    - Fixing production pipeline problems
    - Gameplay Design- Controls, ability cooldowns, physics, item values
    - Level Design- Balancing item spawns, prop placement, environment placement
    - Narrative- Writing the overarching story
    - User experience

**Awakening**, made with Unreal Engine 4, team size 8

- Project Manager & Producer | Student Game Design Project at UCF | 2017
  - **Responsibilities:**
    - Create and maintain documentation which included the Game Design Document, Art Style Guide, and Technical Design Document
    - Holding SCRUM meetings with each team member and leads
    - Tasks creation and assignment based on Gantt Chart and implemented through HacknPlan
    - Gameplay Design- Controls, ability cooldowns, physics, item values
    - Level Design- scare placements, audio triggers, enemy placement
    - Narrative- Writing the overarching story
    - User experience

**Project Backfire**, made with Unreal Engine 4, team size 8

- Project Manager & Producer | Student Game Design Project at UCF | 2017
  - **Responsibilities:**
    - Create and maintain documentation which included the Game Design Document, Art Style Guide, and Technical Design Document
    - Holding SCRUM meetings with each team member and leads
    - Tasks creation and assignment based on Gantt Chart and implemented through HacknPlan
    - Gameplay Design- Controls, ability cooldowns, physics, bomb spawns
    - Level Design- hazard locations, ability pickups
    - Marketing materials and Promo video
    - Development of ability icon art in Illustrator

## Accolades

- 2012 Florida Technology Student Association 1<sup>st</sup> place award for Game Design
- 2012 National Technology Student Association 5<sup>th</sup> place award for Game Design
- 2013 Florida Technology Student Association 4<sup>th</sup> place award for Game Design