TAYLOR KERR *Level Designer/ Sound Designer*

3315 Willow Ridge Circle, Carrollton, Texas, 75007   214-546-1414
www.taylorkerr.net   taylor@taylorkerr.net

EDUCATION

Jan 2010 – Dec 2010 | The Guildhall at Southern Methodist University, Plano, Texas
- Certificate in Digital Game Development, specialization in Level Design

Aug 2006 – Dec 2009 | The University of Oklahoma, Norman, Oklahoma
- Bachelor of Musical Arts

SKILLS

- Level Design skills: Planning and constructing level and game flow from concepts and design doc to in-engine creation. In-engine creation includes blockout (BSP, static mesh placement), texturing, lighting, scripting. Engines include Unreal Editor 3, UDK, G.E.C.K., Gears of War Editor, Torque X, Hammer, and Unity

- Music and Sound Skills: Both creation and editing of original and pre-existing music and sound through tools, such as Adobe Audition, Audacity, Garage Band, Finale, and instruments electronic keyboard and cello

- Story Creation: Writer and planner of game dialogue, story premise, and character details

- Art Skills: Introductory model building and texture application in 3DS Max, and texture and map creations in Adobe Photoshop

- Programming: Familiarity with languages C# and Lua

GAME EXPERIENCE

Love Me | **UDK Engine** | **Fourteen Developer Team** | January 2011 – May 2011
The team game is a single-player, 2.5D, side-scrolling puzzle platformer created with the UDK engine.
- Placed enemies and basic puzzles into each level
- Compiled all sound effects for the game, including voiceovers
- Triggered music to loop during gameplay and fade when watching cutscenes
- Designed overall layout and experience of fourth and final stage

Escape Artists | **Gears of War Editor** | **Solo Project** | October 2010 – December 2010
A solo project is a single-player, 3D, third-person shooter level created with the *Gears of War* editor.
- Drafted document and maps for solid outline of geometry and gameplay progression
- Built level from scratch utilizing static meshes and BSP to create cave environment
- Set path nodes and collision boundaries so player and enemies could move properly
- Utilized Kismet tool to control enemy spawns, camera shakes, objective descriptions, and scripted events on triggers

Gravity | **UDK Engine | Seven Developer Team |** August 2010 – October 2010
This team game is a single-player, 3D, first-person puzzle platformer level created through the UDK editor.

- Constructed combat-focused room and its challenges
- Compiled all sound effects and music for the game
- Wrote story and background for the game
- Polished gameplay and design alongside other level designers

Crissaegrim: The War Against Zelrakis | **Torque X Engine | Four Developer Team |** March 2010 – May 2010
This team game is a single-player, 2D, top-down scrolling shooter made in the Torque X engine.

- Composed the game's all original musical soundtrack
- Designed tutorial stage and final stage, including enemy and environment placement
- Wrote story and background for game, including level progression and story-text screens
- Implemented all sound effects in the game

For more levels and projects, see my portfolio site at www.taylorkerr.net

ACTIVITIES AND AWARDS

- Guildhall 'Audioriffic' award and recognition for sound work on *Love Me*
- Winner of Game Developers Conference Online 2010 Game Narrative Review Competition
- Creative fiction writer, from short stories and poetry to class projects like movies or skits