

TAYLOR DINWIDDIE

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OBJECTIVE

Seeking an internship in an innovative, interdisciplinary, game design tech company that will allow me to expand my ability to develop dynamic dialogue, craft compelling fantasy environments, and enhance my experience in game composition; with particular interests in storytelling and showcasing diversity in game characters.

SKILLS AND ABILITIES

Proficient in: Unity, C#, Excel, Twine, Ren' Py, Trello, Creative Writing, Interactive Narrative
Familiar with: Agile, Airtable, Slack, Javascript, LC3, Windows, Mac, Microsoft Office, Java, Python

EDUCATION AND HONORS

UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles, California
Master of Fine Arts Degree School of Cinema Interactive Media - Expected Graduation: May 2022
G.P.A. 3.88 Named Annenberg Fellow AY 2020-21

UNIVERSITY OF CALIFORNIA, SANTA CRUZ, Santa Cruz, California
Bachelor of Science Degree Computer Science: Game Design - Graduation: June 2019
Minor: Literature

Ambitious Summer Success Program - Selected for feature as part of elite student program 2018
UC Santa Cruz Oakes College Core Writing Award 2015

RELEVANT EXPERIENCE

- Narrative Designer for USC MFA Thesis Project Parallel - Created dialogue that narratively tutorialized the games' mechanics, edited and revised documents, and introduced world building elements
- Narrative Lead for Metamorphosis - Communicated across departments to design and infuse Narrative Beats
- Project Manager for published mobile word game SeaPop (team of 9) - Facilitated meetings, managed task breakdowns, coordinated cross-discipline work and reviewed Unity Analytics to make design improvements
- Coordinated effort to create an endowment to benefit Black students in the USC Games Program
- Associate Producer published game - Cats Your Vote managed social media, outreach, and organized play tests
- Producer, Programmer and Narrative Designer (team of 3) for a fast-paced first-person stealth game at USC
- UCSC Science Internship Program - Taught high school students core concepts of game design Summer 2018
- Produced and managed (team of 7) game designers to develop a 3-D driving experience prototype in Unity
- ATLAS Company, LTD. - One of five professional players selected to conduct tutorials for multiple characters for Persona 4 Arena Ultimax, Irvine, CA Summer 2014
- Conducted an Independent Study analyzing the relationship between video games, players, and the impact of micro-aggressions 2018

LEADERSHIP

- Diversity in Games Club (UCSC) - Led, developed and maintained written documentation, and facilitated concentrated small group discussions regarding diversity and its effects on game culture AY 2016-17
- Mentor for freshmen participants of the League of Legends Division I Collegiate Competitive Team AY 2016-17