TAYLOR J. POPE

System Designer: Gameplay Programmer

Contact

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Technical Skills

- Data Analaysis
- GSC Script
- UE Blueprint
- Networking (RPC)
- Microsoft Office Suite
- Documentation & Bug Tracking
- JIRA
- Adobe PS/ Premier
- Maya

Personal Skills

- Communication
- Critical Thinking
- Adaptability
- Leadership
- Self Motivation
- Creativity

Experience

Untitled CoD (2023), Infinity Ward/Sledgehammer

As an Associate Game Designer at Infinity Ward I pitched and scripted Singleplayer prototypes for the upcoming new Call of Duty in 2023.

- Worked with leads and directors to create new level pitch and prototype.
    - Designed new combat scenarios in preexisting geo to meet deadlines.
    - Repurposed assets and kits to save on development time while meeting quality.
    - Scripted & Programmed AI behavior for new gameplay mechanics.
- Met and deligated cross departmental tasks due to resource shortage.
    - Pivoted design to achieve gameplay needs when planned support was unavailable.
    - Oversaw cross departmental handoffs to provide clarity and quality assurance.

Modern Warfare II (2022), Infinity Ward

As an Associate Game Designer at Infinity Ward I worked on various campaign levels as well as live ops Cooperative mode support.

- Scripted level from greybox to AAA ship quality.
    - Improved & iterated custom movement rappel system.
    - Developed new trap systems working with new VFX Tech.
    - Designed and implemented all AI, animations, and cutscenes in level.
    - Scripted gameplay moments for combat and stealth at all difficulties.
    - Wrote concept docs, pitches, and first draft dialogue for characters.
- Assisted Cooperative Raid Mode as scripter for Narrative team.
    - Fixed outstanding critical gameplay blockers.
    - Developed new audio/dialogue utility functions for Co-op gameplay.
- Supported live updates & patching.

Ashes Of Creation, Intrepid

As a Jr Gameplay Designer at Intrepid studios I worked on overhauling the Stat system, XP curves, Economy, and general implementation.

- Was primary designer on creating a new Stat system from the ground up.
    - Created all models and formulas used and planned for implementation.
    - Developed out of Engine simulations to test theories saving sprint cycles.
- Was responsible for new XP curves for monsters, quests, and player levels.
- Created the first economy plan as the primary designer, including currency.
    - Designed and implemented new simple crafting system for Alpha 1.
    - Designed, balanced, and implemented 500+ items; all items in Alpha 1.
- Level design of harvestable resources in world.
- AI Boss design and implementation.

Education

Savannah College of Art & Design

- 2016:2020
- BFA, Interactive Design and Game Developemt
- Deans Award