COLTON TAYLOR
GAME DESIGNER

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SKILLS

Level Design • Game Design • Unreal Engine (Blueprints) • Perforce • GitHub • Jira Confluence • Trello • Technical Documentation • Rapid Prototyping • Agile Workflows

Emerging Level Designer passionate about building meaningful gameplay systems and immersive level experiences. Adept in Unreal Engine and Blueprint scripting with strong technical documentation and collaboration skills. Thrives in cross-disciplinary teams and iterative development environments. Excels in both creative design thinking and precision implementation.

PROJECTS

Game Designer / Technical Designer
Art of Escape — Jul 2024 – Nov 2024 | Orlando, FL
Designed and documented puzzle-platformer levels with a focus on pacing and player flow.

Applied key design principles (leading lines, affordances, object intent) to support intuitive navigation and engagement.

Led playtesting and iterative refinement cycles based on player feedback and performance metrics.

Prototyped gameplay mechanics in Unreal Engine using Blueprints.

Level Designer
Times Keeper — Jun 2024 | Orlando, FL
Designed a compact, narrative-driven level that integrates visual storytelling, atmosphere, and player immersion.

Utilized moodboards, layout mapping, and lighting/color theory to direct player focus.

Focused on high-impact environmental storytelling within constrained design parameters.

EXPERIENCE

Level Design Intern
Endless Studios — Jan 2025 – April 2025
Collaborated remotely with a 4+ person team under the guidance of Skymap Games to design and implement language-learning puzzle platformer levels using the Endstar Engine.

Designed levels and puzzle mechanics with embedded educational goals.

Created detailed design documentation (bubble charts, moodboards, top-down maps) to accelerate dev timelines.

Maintained ongoing sync with artists to ensure environmental cohesion and asset readiness.

Used Endless Studio's Unity SDK to set up and import in-game assets for the Endstar Engine.

EDUCATION

Bachelor of Science in Game Design
Full Sail University (Orlando, Florida)
Mar 2023 – Nov 2024

Valedictorian • GPA: 4.0