

JOEL TAYLOR

Unity Developer



CONTACT



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SKILLS & SOFTWARE

Scrum & Agile Development

Git Version Control

Fast Learner

Unity 3D

FMOD Studio

Logic Pro X

Audacity

MISC.

Self Published Musician

Shiboy 100,000+ streams

Global Game Jam 2021

Raccoon Raid

Global Game Jam 2020

Better Call Paul

ABOUT ME

I am an accomplished T shaped developer with over two years experience both working in and leading teams within a professional development environment. Along with being a unity developer I am also a talented composer & sound designer with my work being released in multiple games & projects released online and around the world.

EXPERIENCE

Holovis International

2022 - Present | Solutions Architect - Software & Audio

- Worked as both a Unity Developer & Sound Engineer on High Profile Award Winning Projects around the world.
- Designed and Implemented Complex Audio Systems within Unity for the Sea World Abu Dhabi.
- Worked on Site to install interactive experiences for clients around Europe.

EightWire; Creative Marketing

2021 - 2022 | Website Designer & Maintenance

- Worked with clients to design and create appropriate website for their businesses
- Maintained Wordpress Sites for long term hosted client sites.

EDUCATION

MA Game Design

Falmouth university 2020 - 2021

- Experience Designing & Developing Games Solo and within a Team.
- Final Major Project Focused around creating dynamic audio systems.

Ba(Hons) Creative Music Technology

Falmouth university 2017 - 2020