

Daniel Taylor

www.danielt.co.uk
danielt0803@outlook.com
[linkedin.com/in/danielt0803/](https://www.linkedin.com/in/danielt0803/)

I currently work as a Unity Developer for Solus UK Ltd after graduating from the University of the West of Scotland with a 1st class BSc (Hons) in Computer Games Development. My current goal is to continue creating different software and improve my skills to progress in my career as a developer.

EXPERIENCE

Solus UK Ltd, Glasgow — Unity Developer

August 2016 - Present

I am currently working as a Unity developer for Solus UK Ltd and since starting I have been responsible for bug fixing, creating and implementing new ideas to update and improve on already released applications and helping to design and program a number of new applications.

EDUCATION

Computer Games Development 1st Class BSc (Hons), University of the West of Scotland

September 2012 - June 2016

In this degree course I learned to use various languages and technologies to design and create various 2D and 3D games as well as other pieces of software. In many of the group projects I was involved in I had the role of team leader, which helped me gain management and leadership skills.

PROJECTS

Planet Library — Solus UK Ltd

A mobile application created to integrate with existing library management and content systems targeted towards children, as well as offering the ability to unlock games as an incentive to visit their local library in person. The app was created in unity and programmed in C#. As part of this project I was responsible in helping with the design and programming of the application.

Clandestine Ops — BSc Project

A First Person Shooter that I created with Unity and programmed in C# to aid in my research looking at the effects of violent video games. The game uses ray casting to detect collisions when shooting, physics for a

SKILLS

- C#
- Unity
- ActionScript 3.0
- JavaScript
- HTML5
- CSS
- Bootstrap 3
- GameMaker
- Phaser.io

AWARDS

UWS Court Medal 2015 - 2016 Achieved by getting the highest academic results in my course across all four university campuses.

Best Computer Games Development Project 2016 Awarded whilst attending the Digital Futures showcase at university and having been voted by students and attendees as having the best project in this category.-

Digital Futures Attendee Choice Award Awarded at the Digital Futures showcase at university for having one of two most voted projects from all of the different courses on show at the event.

more realistic style of movement and the use of Unity's navigation features to move enemies patrol areas of the level.

The Edge of Civilization — *BSc Group Project*

A First Person Survival game created in the Unreal 4 Engine using the engine's blueprint system. In this project I was the team leader and responsible for the design and implementation of the game and ended up doing all of the implementation alone. Various engine features such as collision detection, lighting, level streaming and navigation meshes were used to create the game and its atmosphere.

Bubble Boy — *Personal*

A 2D mobile game where you must survive for as long as possible by dodging various obstacles. The game was created with the GameMaker engine and I was responsible for programming the game using the engine's own language, GML. The game was my second personal game created with the engine and uploaded to the Google Play and Amazon app store.