

TAYLOR COX

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TECHNICAL GAME DESIGNER

Technical Game Designer with 5+ years of experience shipping AAA titles, including *Modern Warfare II*, *Modern Warfare III*, *Black Ops 6*, and *Grand Theft Auto VI* (releasing 2025). Skilled in designing systems, mechanics, and dynamic content from concept to live deployment. Brings a player-first mindset, strong scripting and debugging abilities, and a proven track record of cross-functional collaboration in fast-paced development environments.

EXPERIENCE

Teaching Assistant - Unreal Engine Game Design Course

ELVTR | Part-Time | Dec 2024 – Feb 2025

- Supported an online Unreal Engine game design course taught by Cameron Williams, a former coworker.
- Graded homework assignments, ensuring students received timely, constructive feedback.
- Provided 1-on-1 support to answer questions about coursework, projects, resumes, and portfolios.

Technical Game Designer - *Call of Duty Warzone*

High Moon Studios | Full-Time | Oct 2022 – Present

- Design, implement, and maintain key content, mechanics, systems, and Easter eggs for *Call of Duty Warzone* across multiple seasons.
- Author and maintain design documentation utilized to prototype, iterate, and playtest new game features.
- Implement and debug scripted content using Radiant and GSC to ensure gameplay quality and fluidity.
- Playtest and provide feedback to optimize game mechanics and player experience.
- Write onboarding materials and mentor new hires, ensuring a smooth transition to in-house tools and workflows.

Technical Game Designer - *Grand Theft Auto VI*

Rockstar Games | Full-Time | Aug 2020 – Sept 2022

- Designed and implemented organic open-world encounters for *Grand Theft Auto VI*.
- Authored in-depth design documents for prototyping and iterating on new gameplay features.
- Collaborated with design leads to refine content based on feedback and rapid iteration cycles.
- Utilized both visual scripting and proprietary tools to create dynamic in-game experiences.
- Trained and mentored new team members on best practices for using in-house development tools.

Level Designer & Narrative Writer - *Relic Chasers*

Funkitron | Internship | June 2018 – May 2019

- Designed, implemented, and balanced over 60 match-three levels using Unity for the shipped mobile game *Relic Chasers*.
- Collaborated with the design team to introduce new mechanics, power-ups, and balanced level progression.
- Contributed to the narrative team, writing and implementing character dialogue in collaboration with Funkitron's CEO.

EDUCATION

Rochester Institute of Technology

Rochester, NY | 2016 – 2020

Bachelor of Science in Game Design & Development

SKILLS

- **Programming:** Fluent in C#, C++, GSC, JavaScript, HTML, CSS
- **Game Engines:** Proficient with Unity, Unreal Engine, Radiant
- **Design Expertise:** Mechanics Design, Systems Design, Narrative Design, Character Design