

TAYLOR COX

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TECHNICAL GAME DESIGNER

Technical Game Designer with 5+ years of AAA experience across franchises like *Call of Duty* and the upcoming *Grand Theft Auto VI*. Specializes in designing systems, mechanics, game modes, and dynamic content from concept through live deployment. Brings strong scripting and debugging skills, a player-focused mindset, and a proven ability to mentor and document for cross-disciplinary teams.

EXPERIENCE

Technical Game Designer - *Hollow Moon*

Personal Project | Sept 2025 - Present

- Designed and implemented systems for a 3D FPS roguelike with procedural levels and synergistic items.
- Developed physics-based gravity gun and temporal tether systems, integrating combat and puzzles.
- Prototyped enemy AI, developing reusable, modular behavior nodes.
- Balanced weapons, loot pools, and power-ups to enhance replayability and combat flow.

Technical Game Designer - *Call of Duty: Warzone*

High Moon Studios | Full-Time | Oct 2022 - Sept 2025

- Designed, implemented, and maintained mechanics, gameplay systems, game modes, and easter eggs for *Call of Duty: Warzone*, shipping four content seasons.
- Scripted modular systems that enable designers to create dynamic, reusable content adaptable across multiple maps and modes.
- Iterated rapidly based on playtest data, team feedback, and live telemetry, adapting to shifting priorities and production needs across tight seasonal timelines.
- Authored and maintained documentation utilized to prototype, iterate, and playtest new game features.
- Interviewed candidates, wrote onboarding materials, and mentored interns and new hires

Teaching Assistant - *Unreal Engine Course*

ELVTR | Contract | Dec 2024 - Feb 2025

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

Technical Game Designer - *Grand Theft Auto VI*

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

- Designed and implemented organic open-world NPC encounters for *Grand Theft Auto VI*.
- Authored reusable behavior trees and event frameworks to support branching outcomes, scalable AI logic, and emergent player interactions.
- Collaborated closely with engineering to refine encounter logic and in-house tools.
- Trained and mentored new team members, providing a smooth onboarding experience.

EDUCATION

Rochester Institute of Technology

Rochester, NY | 2016 - 2020

Bachelor of Science in Game Design & Development

SKILLS

- **Programming:** C#, C++, Python, GSC, JavaScript, HTML, and CSS
- **Game Engines:** Unity, Unreal Engine, and Radiant
- **Design Expertise:** Mechanics, Systems, Game Modes, Encounters, Narrative, Character, and Level