TAYLOR COX

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SENIOR TECHNICAL GAME DESIGNER

Senior Technical Game Designer with 5+ years of AAA experience building modular systems and live content for *Call of Duty: Warzone* and the upcoming *Grand Theft Auto VI*. Specializes in scalable mechanics, technical execution, and empowering teams through clear, player-first design.

EXPERIENCE

Technical Game Designer - *Call of Duty: Warzone*

Activision | Full-Time | Oct 2022 - Sept 2025

- Designed and implemented modular gameplay systems, mechanics, game modes, and multiplayer Easter Eggs for *Call of Duty: Warzone*, shipping four live content seasons on tight production timelines.
- Built reusable scripting frameworks enabling scalable, dynamic content across maps and modes.
- Leveraged playtest feedback, live telemetry, and cross-disciplinary reviews to iterate quickly and balance features for a live-service environment.
- Authored production-ready documentation to support prototyping and cross-team alignment.
- Interviewed candidates, developed onboarding materials, and mentored interns and new designers.

Teaching Assistant - *Unreal Engine Course*

ELVTR | Contract | Dec 2024 - Feb 2025

- Supported an online Unreal Engine course, collaborating with lead instructor Cameron Williams.
- Mentored students on gameplay implementation, technical problem-solving, and portfolio development.
- Evaluated assignments and projects, providing feedback to strengthen technical and design execution.

Technical Game Designer - *Grand Theft Auto VI*

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

- Designed and implemented systemic open-world NPC encounters and dynamic events for *Grand Theft Auto VI*, contributing to emergent player-driven storytelling.
- Built reusable behavior trees and scalable event frameworks for branching outcomes and complex AI logic.
- Partnered closely with engineering to refine encounter systems and improve in-house tools.
- Mentored new team members on workflows, scripting standards, and systemic design principles.

PERSONAL PROJECTS

Technical Game Designer - *Hollow Moon*

Personal Project | Sept 2025 - Present

- Leading development of a 3D FPS roguelike centered on procedural levels and synergistic item systems.
- Designed and implemented a physics-driven gravity weapon that blends combat, traversal, and environmental puzzle-solving.
- Built modular enemy AI using reusable behavior nodes to support scalable combat encounters.

EDUCATION

Rochester Institute of Technology

Rochester, NY | 2016 - 2020
Bachelor of Science in Game Design & Development
Minors in Public Relations, and Business Administration

SKILLS

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