Taylor Stapus
Game Production and Design

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SUMMARY

Seeking a role in Production or Technical Design within the gaming industry, where I can bridge the gap between game development and player communities. My passion lies in supporting teams to deliver high-quality projects on schedule while integrating real-time community feedback and analytics into the production process. By combining data-driven insights with player sentiment, I help inform design, balance, and feature decisions that create more engaging and user-friendly experiences. I strive to build not only great games but also strong communities that foster trust, excitement, and long-term loyalty that transforms players into advocates.

SKILLS

Programming Languages: JavaScript| C++| HTML| CSS| SQL| Python

Development Environments: Visual Studio | Construct3 | Android Studios| Unreal | Lucid Charts | Unity | Sublime Text | Jira | Figma

Game Production: Project Management | Risk Assessment | Community Engagement | Stakeholder Reporting | Leadership | Google Suite

Workflow: Agile & Scrum Methodologies | Waterfall | User Research| Wireframing & Prototyping | Troubleshooting | Performance Testing

EXPERIENCE

Fellowship
Girls Make Games — Summer 2025
- Joined Girls Makes Games to mentor students from around the world through fundamentals of game design and development
- Lead a team through brainstorming, prototyping and presenting a game of their choice using Construct 3
- Performed in-engine collision handling, QA testing, and debugging on student-created game levels to ensure full functionality and playability
- Maintained ongoing communication with company leadership to deliver structured updates on development progress
- Produced a fully developed 2D top-down game selected out of 30+ submissions for Demo Day 2025 to be published on Google Play and Steam

Volunteer - Mentor
Technovation — September 2025 – Current
- Lead the full production of a team building a mobile game in Unity, managing the entire development cycle from concept to final delivery
- Utilize Jira to manage project milestones, deadlines, and workflows, ensuring the team stays organized and meets submission requirements
- Serve as the primary support by coordinating problem-solving efforts and guiding the team through technical and creative challenges

Content Creator
Twitch - FNATIC — July 2017 – Current
- Self-started hobby turned business as a Live Streamer for FNATIC as of April 2020
- Assisted in promoting the launch and provided community feedback by playtesting Riot Games' League of Legends (Odyssey) and VALORANT
- Partnered with leading industries like Shure, Kaspersky, Hisense, Corsair, and Jack Link's, using community insights to inform campaigns
- Designed a complete set of stream overlays, custom widgets, and animated assets to enhance broadcast branding and viewer engagement

RELEVENT PROJECTS

Wild Oasis Website - *github.com/taylorstapus/Wild-Oasis-Fullstacks* — Fall 2025
- Designed a fully cohesive website for an animal sanctuary with main page layouts and navigational paths
- Implemented a full-stack admin dashboard, utilizing structured data models to enable CRUD operations for managing animal residents

Technologies: Visual Studios, MongoDB, Postman, HTML, JavaScript, React, Node.js, Sublime Text

UX/UI Design and Development - *tstapus.wixsite.com/portfolio* — Fall 2025
- Designed and developed user interface prototypes for an embedded, cloud-based mobile system that allows users to lend money safely
- Conducted user testing and created wireframes and visual prototypes to improve UX designs using various software tools

Technologies: Lucidchart, Android UI, Apple UI

Mobile Architect and Programming - *github.com/taylorstapus/Mobile-Architect-Programming* — Spring 2025
- Developed a weight-tracking mobile application using user-centered design principles and industry best standards
- Established a plan to initially launch the app as free and provided monetization strategies to meet stakeholders' revenue expectations

Technologies: JavaScript, XML, Android Studios

Computer Graphic Visuals - *github.com/taylorstapus/Comp-Graphic-Visuals* — Winter 2024
- Created an interactive three-dimensional scene using application programming interface libraries
- Implemented camera functions in the environments to allow the user the capability to maneuver around the scene

Technologies: Visual Studios, Open GL, C++

EDUCATION

Bachelor of Science, Computer Science - Southern New Hampshire University — January 2026