

Taylor Calderone

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<https://www.taylorcalderone.com/webdevPortfolio>

<https://www.taylorcalderone.com/gamedevPortfolio>

EXPERIENCE

Web Developer: Nov 2022 – Apr 2024

Microsoft, casual games group

- Performed updates and maintenance for zone.msn.com (280,000 daily users), microsoftcasualgames.com, and various first party HTML5 games
- Improved resting CPU load on the zone.msn.com homepage by 90%
- Helped launch a major zone.msn.com redesign
- Rebuilt microsoftcasualgames.com twice. Once to gradually revive a neglected project repository, and then again later to convert the site to a SolidJS SPA
- Designed and built new database APIs to give zone.msn.com partial CMS functionality

Full Stack Game Developer: Sep 2020 – Nov 2022

Smiletime, Inc. / Pop.in

- Helped create a new internal game platform for 2021's app relaunch. During this time the team set up six online multiplayer games with videos livestreamed from players
- Coded new features and bugfixes for game servers / clients. Performed code reviews as well
- Designed and implemented complex UI elements and screen transitions using CSS
- Prepared game builds, set up code validation testing, organized deployments to production
- Tech stack is NodeJS + Typescript + SASS + HTML5, embedded into iOS / Android apps

More Details

- Diagnosed issues in system logs and monitors with Datadog
- Built a 16-pad drum machine with simultaneous multiplayer usage
- Created 58 new sound effects. Ensured that the audio didn't cause any feedback issues when coexisting with up to 15 live video streams

Game Developer: *MiniTES* (2013), *Transcend* (2017), *Transcend 2.0* (2020)

- Planned and built web browser games using Javascript / CSS / HTML5. All games support common web browsers: Firefox, Chrome, Safari, Edge (and IE11)
- *MiniTES* is a text-based idle RPG based on *Morrowind*. It has about 138,000 plays to date
- *Transcend* is a HTML5 Canvas audiovisual sandbox. It has about 29,000 plays to date
- *Transcend 2.0* is a re-release featuring major performance updates and bugfixes. Read the changelog here: <https://tinyurl.com/tcTranscend>

More Details

- Spent 5 months developing an open world CRPG using Godot Engine, but life interrupted
- Produced 51 minutes of music and 77 sound effects for *Transcend*, most of which was later reused at Pop.in

Audio / Video Technician & IT Desktop Support: Jan 2014 - Feb 2017

Harvey Mudd College

- Joined the IT departments' web development team, promoted to team lead in Q2 2016
- Programmed upgrades and maintenance for a 34 room Crestron system, and an 8 room Biamp / Dante system
- Supported CEO-level guests and lead the AV / IT team for two annual trustee retreats
- Acted as project lead for any AV or Desktop Support task involving creative design
- Ran the IT helpdesk for up to 12 hours per week, with up to 16 more hours of on-call support

More Details

- Prepared automation for processing large batches of recordings in Sony Vegas, saving the company about three days of manhours per batch
- Developed EdTech software and automation for professors, IT, and HR departments
- Worked with local contractors for hardware trials, hardware installation, and event support
- Frequently represented the AV department in planning for live campuswide events, and in the auditorium's darkroom during the events
- Minor and serious system repair, data recovery, creating and deploying images

Game Developer: *Trace* (2008), *Gomi* (2009), *Trace 2* (2013)

Bovinedragon Software

- Shipped three games to the iOS App Store as one half of a two man startup
- Roles were: Game Design, Graphic Design, UI / UX, Level Design, QA, Music Production, Contractor Management, and Marketing
- *Trace* was installed over 4.8 million times, peaked at rank #3 on the overall App Store charts, and was showcased for years in Apple's internal developer site as the definitive free iOS game
- *Gomi* earned an independent award for 'Best Adventure Game of the Year', beating top ranking competitors *Zenonia 1*, *Ravensword*, and *Soosiz*
- *Trace 2* dethroned *Infinity Blade III* at the top of Touch Arcade's 'Hot Games' rankings

More Details

- Co-lead game designer for Gomi. Lead game designer for Trace 2
- Created over 1,400 sprites and UI elements, 400 puzzle game levels, and 2.5 hours of music
- Hired and managed a background artist and recording musicians for Trace 2
- Attended GDC in San Francisco for media interviews and PR

SELECTED SKILLS

Javascript – 11 years

CSS – 7 years

HTML – 16 years

NodeJS – 3 years

Typescript – 3 years

SASS, LESS – 3 years

SolidJS, Angular - 1 year

Google Cloud – 2 years

Kubernetes – 2 years

Git – 9 years

Wordpress – 3 years

Game Design – 8 years

UI / UX Design – 14 years

Level Design – 5 years

Mobile Games – 5 years

Puzzle Games – 3 years

iOS – 8 years

Android – 2 years

Audio Engineering – 15 years

Logic Pro – 15 years

Adobe Photoshop – 15 years

Shell Scripting – 5 years

Google Apps Script – 3 years

Responsive Design – 7 years

Browser Compatibility - 7 years

Video Editing – 3 years

Virtualbox – 4 years

EDUCATION

CSU Long Beach: Bachelor's Degree in Music Composition (Digital Audio)