

Taylor Eruysal

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SUMMARY

- Enthusiastic and well-rounded designer and developer with a focus on tackling dynamic challenges and applying creative thinking for impactful results.
- Proficient in team collaboration, learning new toolsets, and open-ended problem solving.

EDUCATION

Rensselaer Polytechnic Institute

September 2013 - May 2017

BS: Simulation Arts and Sciences (Concentration: Electronic Arts)

Troy, NY

- 3.39 / 4.0 GPA; Dean's List (3x).
- 2x Guest Lecturer (Game Development Club), RPI GamesFest Showcase Participant.
- Student Creative Director for 2015 Summer Undergraduate Research Program, including game testing at 1st Playable Studios (Troy, NY).

EMPLOYMENT

Independent Game Designer

October 2017 - Present

- Designer, programmer, artist, and sound designer on several games, both 2D and 3D.
- Work featured at / in the Boston Festival for Independent Games. Five-time Ludum Dare participant (2020 - present).
- Founded and moderated a weekly game development discussion group from 2021 - 2023.

Customer Service Associate

March 2025 - November 2025

The Home Depot

Latham, NY

- Associate of the Month (May and June 2025), Customer Feedback Award (6x), Living Our Values Award (5x), High Five Award (3x).
- Provided specific and helpful assistance to customers for product recommendations, while maintaining stock and a clean / safe working environment.

Creative Director / Video Editor

May 2016 - December 2024

RabidRetrospectGames

Online (Remote)

- Recorded and edited footage, advised content schedules, and created graphics and music for one of the largest gaming channels on Youtube.
- RRG currently boasts over 1,010,000 subscribers and 841,275,311 views.

Visualization Artist**March - July 2019***Rensselaer Polytechnic Institute - Chemical Engineering**Troy, NY*

- Created 3D visualizations of the work of Dr. Runye Helen Zha for use in presentations.

Asset / Background Artist**July - August 2018***Narralogical Laboratories*

- Created assets for the Quill Visual Novel Engine (unreleased).

SKILLS AND INTERESTS

- **Skills:** Game design (mechanical design, level design, etc.), programming (game code, website frontend, small applications), 3D art (items, assets, low-poly), 2D art (backgrounds, pixel art, textures), writing (character dialogue), video editing (Youtube, Twitch).
- **Programming / Coding Languages:** GDScript, C#, Python, JavaScript.
- **Frameworks / Libraries:** Godot, Unity, Blender, Clip Studio Paint, Firealpaca, Photoshop, Shotcut, Premiere, most Adobe products.

REFERENCES

James Miller (Department Supervisor - Home Depot, Latham)

- (518) 312-0310

Jen Downen (Customer Experience Manager, Home Depot, Latham)

- (518) 421-9374

David Koloski (Software Engineer, Google)

- (570) 396-7530 (Personal Reference)

Cody Gilley (Founder, RabidRetrospectGames)

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