

Michael K. Taylor

Full-Stack Web Developer making applications with real value to people.

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Residence: Austin, TX

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About

As a Web and Game Developer I have a proven track record of making the user experience as seamless as possible. My weapons of choice are TypeScript, React, Node.js, MongoDB, and NextJS. I have 3 years of web experience, and 5 years of game developer experience.

My Projects

One Era

An application dedicated to keeping track of one weekly releases of One Piece by Eiichiro Oda. Users can use it to see how long it's been since this chapter's been released and what characters birthdays are when they enter the site. Made with React, NodeJS, Express, MongoDB and Tailwind.

Austin Glitch State

An organization in Austin TX where local game makers meet in person to give each other feedback on what they're currently working on. Made with React, Next.js and Tailwind.

Movie Database

An app that interacts with the OMDB API to search for movies and their IMDB pages for movie buffs. Made with React.

Skills

React, Node.js, Express, MongoDB, NextJS, Tailwind, TypeScript, Framer Motion

Work Experience

Big Niche Games – Austin, TX (2018-Present) Designer, Programmer

Worked on Negative World a 2D puzzle platformer where the jumps are limited. Responsibilities include the design, level design, and programming the inner working of the game (physics, level transitions, implementing cutscenes).

Dinosaur Games – Dallas, TX (2018-2021) Programmer

Working as a contract programmer to work on projects for clients. Responsibilities include UI, Enemy polish, visual effects. I mostly handled bug fixing when needed and learned the Unity asset Playmaker.

Pixel Pushers Union 512 – Austin, TX (2016-2019) Programmer

Worked on the game Tonight We Riot, a 2D beat'em up with mechanics from Pikmin mixed in. My responsibilities were primarily, on AI, and polish. We were the star attraction at the New Blood Interactive booth at PAX West.

Education

Austin Community College (ACC) 2012-2012