KaT
KURT A. TAYLOR

Contact Information
606.356.6031
kurt.a.taylor@gmail.com
kurtataylor.com

Work Experience

Jefferson County Public Schools Software Engineer: November 2014 to Current

Developed web applications to meet the needs of different business owners in the school district. I worked as a member of a team and headed development and engagement with business owners. We work as full stack application developers creating database, backend and frontend. After assessing the needs of the application, I made decisions of what technology to employ and managed tasks, assignments, and timelines. Technologies I commonly work in include ASP, C#, SQL, HTML, CSS, Javascript.

Monster Tree Games Partner: November 2013 to Current

One half of the team Monster Tree, that has been developing the video game Privateers. Currently is early access on Steam, Privateers is a top down nautical themed action rogue-lite roleplaying game where you assemble a crew, kill monsters, collect loot, and likely die.
My roles with Monster Tree included creating all of the art assets, animations, and promotional materials. Designed gameplay mechanics. Wrote and scripted quests. Designed the UI look and feel. Presented Privateers at multiple shows and organized streamers and participated in online events for promotion. Wrote code and added features.
https://store.steampowered.com/app/903180/Privateers/

Battle Creek Games Lead Developer for Offroad Outlaws: December 2020 to July 2021

I was lead developer on the game Offroad Outlaws while other developers were repositioned to focus on another games release. My work included bug fixes, creating features, and creating and modifying 3d models that I then implemented in the game. Technologies I used in Offroad Outlaws included Unity C#, 3d studio max and a variety of Adobe products.

Skills

C# · HTML · CSS · SQL · MVC · Javascript · SQL · Adobe Creative Suite · Corel: Painter · Unity3D · Many lots more

Education

Bachelor of Arts in Art, Area of Concentration Studio Art Morehead State University, June 2006

Certifications

98-361 Software Development Fundamentals
98-364 Database Fundamentals

Personal Projects

Nib, the Pen is Mightier AS a Sword. Nib is a video game that I solo developed. All assets are actual ink on paper images I drew, sound effects I recorded, and code I wrote. Released on itch.io and is part of the id@Xbox program, currently developing a new version for Xbox. https://kurtataylor.itch.io/nib

KaT