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JAIELL TAYLOR

Yonkers, NY 10704 · 914-413-9040 · jay.noble.taylor@gmail.com · <https://github.com/jaielltaylor>

EDUCATION & TRAINING

Iona College, School of Arts and Science, New Rochelle, NY
B.S in Computer Science, Concentration in Game Development
GPA: 3.17

SKILLS

Technical Skills: MS Office Applications, Adobe Photoshop, Unity Engine

Programming Languages: Python, C#, Swift, Java, HTML/CSS

WORK EXPERIENCE

GAP Inc.

Sales Associate / August 2019 - Present / Yonkers, NY

- Successfully assist customers with product selections, inquiries, and purchases
- Operate Point of Sale systems in support of other coworkers
- Return unsold product to shelves in an efficient and timely manner
- Manage and monitor customer head count in accordance with COVID-19 procedures

The Digital Arts Experience

Part Time Instructor / January 2021-January 2022 / Yonkers, NY

- Work with students in teaching the features in the Unity Engine utilizing C#
- Teach students preliminary Python through personalized projects using repl.it
- Work with groups of students to foster interest in Game Design via Roblox

PROJECTS

Iona College Senior Design Project: Virtual Breadboard Simulator

Used Unity Engine to design a sim in which students can interact with and modify a Breadboard, as supplement lab equipment for remote students

Unity First Person: Fear The Light

Used Unity Engine to create a small First Person Sci-fi Horror game with exploration and puzzle elements

Unity VR Multiplayer: Hardcore Parkour

Used Unity Engine VR to create a parkour based multiplayer game with team based obstacle courses and an optional competitive obstacle race.

IOS Mobile Game: Glitch

Used Unity to design a 2D dungeon crawler about solving puzzles and mysteries.
