lachlantaylor@outlook.com.au

LACHLAN TAYLOR

Game & Level Designer

Game and level designer finishing a Bachelor of Games and Interactive Environments at QUT. I design levels, narrative and gameplay systems, then build and test them in engine. Experienced leading design on team and client projects, with a focus on level design, narrative worldbuilding and hands-on prototyping.

GAME DEVELOPMENT EXPERIENCE

A Rover's Journey | Designer, MASA Studios (team of 9, in partnership with MAXART) **2026**
3D exploration game in Unity. Designed the hub and spoke level map, wrote the narrative, and co-designed the objectives and points of interest. Steam page published.

Drawn To Life | Rat NPC, onboarding and systems scripting (team of 4) **2026**
VR escape room for Meta Quest. Built the rat NPC and its waypoint tools, scripted the wake-up sequence, and ran three rounds of playtesting.

Plunder Pirates | Solo developer **2026**
Arcade sailing prototype in Unity. Built spline based water currents with editor tools, a wind and sail model, enemy ship AI and game feel systems.

Constructing Change | Lead Designer, Inspira Games (team of 4, client: AWIC) **2023**
Educational platformer built over 10 weeks. Led gameplay design, whiteboxing, narrative and set dressing, and presented the project to the client.

Plant Panic | Game Designer (team of 3) **2023**
Frantic first-person plant shop game. Designed the core loop, plant sweet spots, UI and balancing.

Sarushima Island | World Creator and Gameplay Designer (team of 6) **2021**
FATE based tabletop RPG gamebook written over 5 weeks. Co-created the world and adapted the Fate system.

SKILLS AND TOOLS

Design Level design and whiteboxing, narrative design and worldbuilding, gameplay and systems design, playtesting and user research

Tools Unity and C#, Shader Graph, XR Interaction Toolkit (Meta Quest), Maya and Blender, Git, Trello and agile sprints

EDUCATION

Bachelor of Games and Interactive Environments (Game Design major) **2021 – present**
Queensland University of Technology

- Dean's List for Excellent Academic Performance – 2021, 2022, 2023
- SEF Dean's Scholar
- College of Excellence member

High School Diploma **2016**

EMPLOYMENT HISTORY

Customer Assistant **from 2020**
Food safety protocol; stock knowledge to best assist customers

Customer Service Assistant **2019 – 2020**
POS terminal fluency; stock taking and deliveries; working independently with initiative and accountability

Customer Assistant **2017 – 2018**
Cash handling; arcade machine troubleshooting; site presentation

REFEREES

Available on request.