

Natasha Taylor

Game Designer

Achievements

Games Republic 2025 1st Place Winner: Best Team

University of Staffordshire Gradex 2025 1st Place Winner: Game Design

Tiga Graduate 2024 - Game Design

University of Staffordshire Gradex 2024 3rd Place Winner: Game Technical Design

Software

Unreal Engine
Jetbrains Rider
3DS Max
Adobe Photoshop
Adobe Illustrator
Adobe Premier Pro
Microsoft Word
Microsoft Excel
Microsoft PowerPoint
GITHub
BlockBench
OBS
Substance Painter
Microsoft Outlook
Teams

Skills

Level Design, Game Mechanics, Game Balancing, Pixel Art Animation, UI/UX Design and System Integration.

References

Lee Inglis - Goodwin International
Nuclear Quality Assurance Director
linglis@goodwingroup.com

David James - University of Staffordshire
Course Director - Games Design
d.james@staffs.ac.uk

 n.taylor10394@gmail.com

 England - Stoke-on-Trent

 ntgamedesign.com

Profile

Currently completing a MSc in computer games design at the University of Staffordshire. My love of games led me into the game industry with particular games such as Pokemon and Zelda influencing the games that I design.

Experience

Student Demonstrator 24 - 25

The University of Staffordshire
December 2024 - August 2025

This roles sole focus was to support students with their assignments.

Project Quality Engineer

Goodwin International
February 2016 - May 2020

- Compilation of LQRs (Lifetime Quality Records)
- Required good to extensive knowledge on the different workflows across the multiple manufacturing departments to ensure documentation was correct to the customer specified manufacturing process.
- Liaise with customers during the production of nuclear components to ensure documentation will be completed to deadline.
- Thorough checking and sign off of documentation to release components for shipping.
- Conducting reviews with subcontractors to ensure work was carried out according to stipulated specifications.
- Organising and ensuring that external reviews exacted by customers and third-party inspectors are carried out.
- Ensuring assigned projects are handled according to specification and customer requirements throughout the production process.

Nuclear Quality Assurance Administrator

Goodwin International
August 2014 - October 2015

- Maintaining and organising ISO, BSEN and API standards.
- Distribution of toolbox talks and company policies to relevant personnel.
- Compilation of certification documentation specific to nuclear components.
- Compilation of LQRs (Lifetime Quality Records) for nuclear components.
- Required good to extensive knowledge on the different workflows across the multiple manufacturing departments to ensure documentation was correct to the customer specified manufacturing process.
- Liaise with customers during the production of nuclear components to ensure documentation will be completed to deadline.

Prior work experience available on request

Education

MSc Game Design | 09/2024 - Present
University of Staffordshire

BSc Game Design | 09/2020 - 06/2024
University of Staffordshire

GCSE and other qualifications available on request.