**Taban Lewis**

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***Background***

A Game Designer and Producer with exceptional communication and diverse systems experience. Ability to provide thorough analysis and straight forward reporting on Esports and the interactive entertainment industry (written and verbally). Four years of broadcasting experience.

***Experience***

**Level & Environmental Designer**

*MT. Dojo Production, Chicago, IL*

July 2020 - January 2021

* Design and force behind creating environments and game mechanics.
* Develop ideas for gameplay and world building.
* Worked within existing systems and expanded them by providing new ideas and adaptations.
* Partnered with developers and external partners who invested in the project.
* Created and tuned content to create accessible but deep experiences for players to be invested in the world and mechanics of the game.

**Podcast Owner & Personality: Game Industry & Esports**

*It’s Not A Sport, Chicago, IL — CEO*

June 2018 - PRESENT

Weekly podcast exploring Esports, Gaming Industry and Game Design with the goal of improving the audiences gameplay and knowledge.

* Review of Video Games, Game Systems, and Industry decisions.
* Collaborate with Developers, Artist, and average Gamers.
* Commentary on Games, Books, Films, Manga, Music, Sound and Game Design.
* Advice on purchases, Games to play, shows to watch, books to read, and strategies for games.

**KEY Production and Development: *Academic Achievements***

* **Run N' Gun:** Producer/Project Manager, Gameplay Designer, and publisher on a FPS game. <https://bit.ly/3819xDv>
* **Black Friday Blitz:** Producer/Project Manager on a tower defense game created in Gamemaker. <https://bit.ly/2KKN4iC>
* **Math Racing Game:** Artist/3D Modeler on a racing game designed to teach math to children created in Unreal Engine 4.
* **Golf Game**: Programmer for basic golf game in Unity 3D.
* **Space Roomba:** Platformer game created in Gamemaker.
* **PISS OFF I’M INSTALLING SOFTWARE:** Developed a game about closing pop up ads created in Unity 3D. <https://bit.ly/3rWKskD>
* **Dungeon Crawler:** A turn based dungeon crawler game created in Unity 3D. <https://bit.ly/3vtljyB>

***Additional SKILLS:***

* Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Adobe Audition
* Unreal Engine 4, Unreal Engine 5, Unity 3D, Gamemaker Studio 2
* Autodesk Maya, Blender
* Google Sheets, Google Docs, Google Presentation, Google Forms
* Pro Tools
* Trello, Jira Slack
* Perforce, Github
* Microsoft Excel, Outlook, Word
* Project Management methodologies : Scrum, Waterfall

***Additional Experience:***

* **Team Dream,** Chicago, IL : **Swim Coach/Instructor** 2016 - 2019

An organization that teaches swimming for women of color to compete in a tri- athelon.

* **31 Street Harbor,** Chicago, IL : **Lifeguard** 2019 - 2021

Lifeguard for a private boat harbor.

* **Chicago State University,** Chicago, IL : **Swim Coach/Lifeguard** Summer 2017

Lifeguard and swim instructor for a summer camp.

***Education Programming Languages:***

BS, Game Design*,*  Graduation March 2022  C#, Python, JavaScript, HTML5/CSS

**DePaul University,** Chicago IL

**favorite Games**

Borderlands 2, Arkham franchise, Sekrio shadows die twice, bloodborne, Chrono triger, Final Fantasy VII, Final Fantasy XIV, MW2, persona 5 Ryoal, Skyrim, hades, Nier automata, MGS5, God of War, League of legends