

Kevin W. Taylor

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RELEVANT EMPLOYMENT

Imperator Interactive – Artist and Developer - 2022 to Present ([Weblink](#))

AR/VR development startup. 2D/3D Creative design, production, and documentation. Team hiring and management. Presentation and delivery.

Greenville University, Illinois - Visiting Assistant Professor of BA Digital Media - 2023 to 2024

Curriculum development and revision. Introductory to advanced classes. Student advising. Lab and staff scheduling.

California State University, Chico - Assistant Professor of BSc Computer Animation and Game Development - 2018 to 2022 ([Weblink](#))

Curriculum development and revision. Introductory to advanced classes. Student advising/club/mentoring. Curriculum work. School committees. Community outreach.

University of the Incarnate Word, San Antonio - Assistant Professor of BA Animation and Game Design - 2017 to June 2018 ([Weblink](#))

Modelling track coordinator. Curriculum development. Introductory to advanced classes. Committee work. Community outreach and seminar/speaker arranging.

Webster University, St. Louis - Assistant Professor of BA Animation / BA Games and Game Design - 2014 to 2017 ([Weblink](#))

Program coordination. Curriculum revision. Introductory to advanced classes. Faculty, lab and budget management. New program creation. Committee work. Management of student clubs and gaming festival. Community outreach.

S.A.E. Perth, AU - Head Instructor and Acting Departmental Coordinator of BA Animation and BA Game Design - 2012 to 2013 ([Weblink](#))

Program coordination. Staff Management. Introductory to Advanced classes. Class Scheduling. Lab Management.

Rebellion Games LTD, Liverpool - 3D Environmental Artist - 2008 to 2012 ([Weblink](#))

3D environmental specialist. Modeling. Texturing. Lighting. Gameplay. Inhouse and outsource team management. Conceptual art. Work on 9 shipped titles, with 1 in 2019.

EDUCATION AND TRAINING

2013 - University of Huddersfield - MAREs (MFA equivalent) in 3D Narrative Production - Merit

2006 - University of Huddersfield - BA (hons) in Virtual Reality Design with Animation - 1st

2004 - St. Helens College – FD in Computer Games Production - Distinction

SELECTED CONFERENCES

2022 - Computer Simulation & Gaming Conference. "Transmedia Narratology: Cross media storytelling methodologies and paradigms". Online. Presentation. ([Weblink](#))

2021 - Transmedia Art Exhibition. "Van Gogh: The Immersive Experience." Boston. Attendee.

2021 - Computer Simulation & Gaming Conference. "Transmedia Environmental Development". Online. Presentation. ([Weblink](#))

2020 - International Conference on Computer Animation and Artificial Intelligence. "Procedural Generation for Transmedia Narrative development" Dubai. Accepted but unable to attend.

2019 - International Conference on Computer Graphics and Technology. "Modular 3D Environmental Development for Augmented Reality". San Francisco, CA. Presentation.

2019 - 31st World Psychiatrists and Psychologists Conference. "Developing interactive programs to benefit mental health and addiction". Tokyo, Japan. Presentation.

2018 - Advancements in Graphic Design and Animation Conference. "Immersive 3D environments for Interactive Entertainment". London, UK. Presentation.

2018 - ECC Seminar Series. "Modular 3D Construction for Interactive Environments". Chico, CA. Presentation.

SELECTED PUBLICATIONS, PANELS AND EVENTS

2023 - San Francisco FAN EXPO, Exhibiting artist, ([Weblink](#))

2023 - Taylor, K. W. (2022) Ophidian: An augmented reality graphic novel, Imperator Interactive, ISBN-10: 9798987426104 - Artist/Developer. ([Weblink](#))

2022 - Broadcast Education Association (B.E.A.) - Judge for narrative category.

2021 - Film Freeway Animation Competition - Judge for animation category.

2020 - Broadcast Education Association (B.E.A.) - Judge for narrative category.

2020 - Taylor, K. W. (2020) "Adapting to the Virtual Classroom", CSU Chico Today – Article. ([Weblink](#))

2020 - Green J., Higgins S., Ruiz C. G. Spirits of St. Louis II, I & D Press, ISBN-10: 0996589805 - Contributing artist. ([Weblink](#))

2017 - Mejia R., Banks J., Adams A. (2017) 100 greatest game franchises, Rowman & Littlefield, ISBN-10: 1442278145 - Contributing writer. ([Weblink](#))

2016 - Denver Comicon, Exhibiting artist

CONTRIBUTIONS TO SELECTED PUBLICATIONS

2019 - Sniper Elite V.2 Remastered - Microsoft Games - 3D environment artist.

2012 - Sniper Elite V.2 - Microsoft Games - 3D environmental artist.

2012 - Never Dead -Konami - 3D environmental artist.

2011 - Driver San Francisco - 3D environmental artist.

2010 - Aliens Vs Predator 3 - SEGA - 3D artist.

2009 - Rogue Warrior - Bethesda Softworks - 3D environmental artist.

2009 - Call of Duty: World at War F.F. - Activision - 3D environmental artist.

NOTABLE SERVICE

2020 - CSU Curriculum Committee (School/College level) - member.

2019 - E.C.C. Leadership Council - member.

2019 - Pleasant Valley Highschool - guest lecturer.

2019 - Core Butte High School career expo - exhibitor.

2018 - First Generation Faculty Association - member.

2017 - African Renaissance and Diaspora Network (ARDN) Global Aids Prevention Project - member.

2017 - Steel Highschool Curriculum Advisory Board - member.

COURSES TAUGHT

2023 - 2024 Greenville University, IL

ARTD 111 2D/3D Design

DMDA 120 Introduction to Digital Media

DMDA 350 Introduction to Animation

DMDA 401 Digital Media Portfolio

DMDA 405 Internship/Practicum

DMDA 410 Digital Media Seminar

2018 - 2022 California State University, CA

CAGD 117 Concept Art and Storyboarding

CAGD 230 Digital Modelling

CAGD 445 Animation Pre-Production

CAGD 495 Animation Studio

CAGD 545 Advanced Animation Production

2017 - 2018 University of the Incarnate Word, TX

ANGD 1311 Modelling Set and Level Design

ANGD 2311 Advanced Set and Level Design

ANGD 4299 Advanced Hard Surface Modelling

2014 - 2017 Webster University, MO

ANIM 1020 3D Animation Production

GAME 2000 Introduction to Video Game Theory and Design

GAME 3650 World Design

GAME 4000 Video Game Level Design

2012 - 2013 S.A.E. Perth, Australia

MED 103 Principles of 3D Modelling

ANI 202 Advanced 3D Animation

ANI 203 Interactive Animation

DES 202 Game Level Design