Taylor Flynn

GAMEPLAY ENGINEER

Los Angeles CA, 90038

1-(949) 874-1344 | TaylorFlynn@outlook.com | TaylorFlynn.dev/Games | Taylor-Ryan-Flynn

Objective Summary

Gameplay Engineer specializing in Unreal Engine 5 and C++, focused on multiplayer gameplay systems, network replication, and client-side prediction. Founding gameplay engineer on Escape from Playtime, a co-op title shipped to Steam Early Access, where I owned our characters replicated movement, The Gameplay Ability System, Inventory, Items, Puzzles, and Director systems, all the way from prototype to shipping. I build data-driven, designer-friendly frameworks that let teams ship multiplayer content without fighting networking. I profile and migrate key paths to performant C++, and work with Design, Animation, and Audio to shape how mechanics feel, while keeping leadership aware of key technical decisions and reducing business risk.

Skills

Core: C++ (Unreal Engine Focus) · Gameplay Ability System · Network Replication · Blueprints · Behavior and State Tree · AnimBP - Tech Anim · UMG - Slate · Enhanced Input · IOnlineSubsystem - Steam · Plugin Development · Live-Ops Services · Architecture Design

Supplemental: Perforce · Diversion · Git/Github · AWS Lambda/ API Gateway · DynamoDB · PostgreSQL · Creative Tools: Maya, Quixel, Substance, Photoshop, etc.

Professional Experience

Gameplay Engineer (Contract)

Remote

Apogee Entertainment - Unannounced

2026 - Current

- This is my current role as a Gameplay and Systems engineer on an unannounced title. Project details are under NDA.

Founding Gameplay Engineer

Remote

MOB Entertainment - Escape from Playtime - Poppy Playtime CH 5

March. 2025 - November 2026

- Integrated the experimental Mover framework: replicated custom movement modes including climbing, tied into GAS, and animation.
- Built multiplayer prediction and rollback systems, including a deterministic, predicted item drop that always lands face-up.
- Drove project-wide GAS integration in C++, adding utilities GAS lacks, e.g. Custom ability tasks for recurring niche project needs.
- Designed a replicated Puzzle ecosystem so designers build multiplayer puzzles without networking code, incl. state-driven spawners.
- Architected inventory, item, and interaction systems (fragments, data-oriented design) and a save system for economy and progress.
- Created director systems pacing the experience, shared weighted-random utilities, and telemetry and accolade event tracking.
- Wrote a C++ base Anim Instance bridging gameplay logic to AnimBPs performantly; built replicated ragdoll and tech-anim solutions.
- Integrated gameplay systems with Dungeon Architect's procedural generation, and built performant replicated world systems.
- Prototyped game-loop variations for new pitches, and migrated key code paths to C++ for better perfomance when designs calicified.
- Built MVVM-driven UI with localization in mind, and authored Custom HLSL for UI and VFX shaders such as fog Volumetrics.

Lead Developer

Los Angeles

FAM - Design Agency

March. 2022 - November 2025

- Integrating a custom UE5 architectural project with client website via pixel streaming.
- Authoring dynamic and composable frontend components from designs to optimize UI/UX With dynamic network load times in mind.
- Scoping, prioritizing, and delegating development tasks to team members effectively.
- Leading all technical communications with clients and internal department leads.
- Implementing scalable and optimized backends for growing applications.

Lead 3D Modeler, Stem Instructor

Irvine CA

BrainStorm Stem. Education

October. 2019 March. 2020

- Established and enforced software design patterns and best practices to reduce duplication and improve maintainability.
- Collaborated on foundational development for a Game-Maker bootcamp, utilizing gaming and design as an education tool.
- Implemented education assessment and revision standards for 3D modeling, printing and scripting by education level.
- Led the development and design of 3D projects and products, for both in-house and instructor practices.

Education

Bachelors In Computer Science

Costa-Mesa

The Art Institute of California - Orange County

Game Art and Design