

# Game Design CV

## Roberta Taylor Game Designer

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### Roberta Taylor

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### Skills

I am an experienced analogue game designer specialising in accessible, family friendly games. I am passionate about designing games that create compelling opportunities for learning and conversation and am very interested in the space where play and serious ideas intersect. I work well within constraints and am very good at understanding the heart of an idea and making room for exploration of that idea within the game.

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### Design Catalogue

#### Creature Comforts

A cozy family game using a unique shared dice pool mechanics, this game will be published in 2020 by Canadian publisher Kids Table Board Games.

#### Neptune's Garden

A re-imagining of Octopus' Garden with all new art and updated mechanics, this game will be published by Kolossal Games in 2020.

#### Undisclosed

An easy to learn story-telling game designed for an innovative US company, this title (protected under an NDA) was pitched and created on a short timeline to very specific criteria. The client was very happy with the completed game.

#### Shadows of the Academy 2016

Designed on contract for Edmonton ad agency DDB on behalf of Alberta Health Services, this cooperative card game for kids in grades 4-7 aims to prevent students from using tobacco by both educating about the dangers of tobacco and, more excitingly, building strong social capital so that they have the confidence to say no to smoking.

The response from test markets was so positive that schools' initial orders of 5,000 games increased by 300%. Since the Shadows of the Academy launch in September 2016, the game has found its way

into 3,000 schools and has been officially adopted as part of the provincial school curriculum.

### **Octopus' Garden 2011**

Winner of the Canadian Game Design of the Year award, this beautiful family game was very well received and has a loyal following to this day.

### **Sherwood Showdown 2010**

My only self-published design, this 2 player card game set in Sherwood Forest has been enjoyed by gamers all over the world.

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## **Awards**

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### **Judee Blohm Scholarship recipient, 2019**

Awarded to first time attendees of the North American Simulation and Gaming Conference.

### **Canadian Game Design of the Year, Winner 2010**

Awarded by the FallCon gaming society in Calgary, AB, this award sought to highlight Canadian talent in game design. Octopus' Garden took this award in its inaugural year.

### **Canadian Game Design of the Year, shortlist 2014**

Unpublished design Raven's Feast was shortlisted as one of 5 finalists in 2014.

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## **Affiliations**

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I am proud to be a member of the Game Artisans of Canada, a collection of professional board game designers from all across Canada. Our goal is to elevate the game designs of our members so that they are publisher ready, and to build a recognized game design brand.

GAC believes that as our members get stronger, we get stronger. To that end, we gather collectively to test and give feedback for our members games, to help improve the quality of each game. Our primary focus is on game quality.