

# 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

#### Unreleased, title TBA

Hobby game created for boutique publisher Pencil First Games, expected to crowdfund late 2023.

#### Unreleased, title TBA

Mass market/hobby crossover game created for Maestro Media, expected to crowdfund Q3 2023.

#### Maple Valley

A cozy follow up to Creature Comforts, this game, published by KTBG, successfully crowdfunded in November 2022 with an expected delivery of Q3 2023.

#### Rooted in a Changing World

A solo contemplative journaling role playing game designed for GEEZ magazine, this game has players imagine being a tree, growing in a changing environment. An invitation to slow down, the game was featured in Summer 2020, Issue 57.

#### Exploring Wahkotowin

Wahkotowin means kinship interwoven in relationships, communities and natural systems. The Exploring Wahkotowin board game aspires to spark non-Indigenous people to think about what Treaty means, specifically to those living on Treaty 6 lands. This game was designed for the Edmonton Shift Lab and Skills Society with support

from the Edmonton Foundation.

### **The Red Burnoose: Algeria 1857**

This game was designed for *Hit Em with a Shoe*. The goal of the project was to create a wargame about the French Colonization of Algeria that approached the subject from a feminist perspective. By examining the role of women in the resistance and taking a look at what impact this conflict had on communities, this game calls the wargame genre to look more closely at how it tells stories and whose stories are told.

### **Creature Comforts**

A cozy family game using unique shared dice pool mechanics, this game was kickstarted in 2020 by Canadian publisher Kids Table Board Games, raising over \$800,000 in preorders. The game is expected to ship at the end of Q1 2022. .

### **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, 2022**

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. Reprinted by Matagot games in 2022.

### **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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### **Best Family Game, Best Game for Kids, Planszowe Gram Prix 2023**

Polish Game award for Dobry Rok, the Polish edition of Creature Comforts.

### **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.