

GCC ANIMATION PRESENTS
A CONVERSATION WITH

TAYLOR KUROSAKI



Taylor Kurosaki is the **Studio Narrative Director** at **Infinity Ward** games. He is responsible for the story and narrative presentation of Infinity Ward's games, overseeing the narrative team's writers, cinematography, dialogue, and directing on-set performance capture. Prior to joining Infinity Ward in 2014, Taylor was the **Narrative Design Lead** at **Naughty Dog**, working on all of the entries in the studio's **Uncharted** series. He will talk about his role in these positions and how he established a career in the video game industry.

J . W . S M I T H S T U D E N T C E N T E R

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