

Jackson Clayton

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SUMMARY

Driven game designer with expertise in Unity, Java, C++, and C# pursuing a career in the gaming industry. Skilled in game and level design, 3D modeling, with a strong portfolio of completed projects. Dedicated to crafting captivating and immersive gaming experiences.

SKILLS

Game Design, Game Development, and Level Design
Programming Languages: Java, C#, C++, Python
IDEs: IntelliJ, Visual Studio, Visual Studio Code
Software: Unity Game Engine, Blender 3D

EXPERIENCE

ID TECH CAMPS

June 2022 - September 2022

Provided online tutoring for students aged 7-19 using Java and Unity expertise.

GAME DESIGN CLUB PRESIDENT

August 2022 - Present

Elected to retool a club to host short weekly game jams along with collaborative workshops to foster a creative and supportive environment.

PROJECTS

Game Designer, Project Lead

May 2021 - January 2022

- Hyperjustice - Steam
 - Led project as the team's lead in the "90 Days & Ship it!" Jam, collaborating with two artists and a writer.
 - Created a distinctive movement/combat system centered on speed, precision aiming, and strategic memorization.
 - Seamlessly adapted the level design process to complement the unique movement/combat system.

Game Designer, Project Lead

January 2023 - May 2023

- AL & FREDO'S OPENING DAY - Steam
 - Led a 5-member team of writers, designers, and programmers, demonstrating strong leadership and teamwork abilities.
 - Featured at Miami University's ETBD Games Expo

Sole Designer/Developer

September 2022 - Present

- Castillo The Nine Circles - Steam (music outsourced)
 - Designed and developed an FPS/collectathon with open-ended levels, emphasizing player freedom and choice.
 - Created a comprehensive presskit to promote the project.
 - Executed impactful social media marketing, driving increased visibility, engagement, and audience outreach.
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EDUCATION

MIAMI UNIVERSITY

August 2020 - Present

Major: Games + Simulations, Minor: Computer Science