

Jackson Clayton

+1 (703) 225 8662

claytoj4@miamioh.edu

<https://jkclaytondev.github.io>

Experience

Game Developer, Unity Engineer (Contract): *Confidential*

May 2023 - Present

- Developed and designed a PC version of a popular Trading Card Game based on established card game mechanics and art assets provided by the client.
- Adapted complex card game mechanics for digital play, crafting a streamlined UI/UX for PC gameplay that retained core mechanics while enhancing user engagement.
- Implemented intuitive user interface (UI) and game flow to ensure a seamless transition from physical card game to PC.

Game Development Tutor: *iD Tech Camps*

June 2022 - September 2022

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

Indie Game Developer: *Steam / Google Play*

August 2019 - Present

- Launched four solo-developed games on Steam and two on Google Play, using skills in all facets of game development apart from music.

Projects

Sole Designer/Developer: *Castillo The Nine Circles*

September 2022 - Present

- Designed and developed an FPS/collectathon with open-ended levels, emphasizing player freedom and choice.
- Executed impactful social media marketing when releasing the game on Steam and created a comprehensive presskit to promote the project.
- Developed an advanced Unity shader that utilizes cubemaps to dynamically warp and display simulated environments on the other side of in-game portals.

Game Designer, Project Lead: *AL & FREDO'S OPENING DAY*

January 2023 - May 2023

- Led a 5-member team of writers, designers, and programmers.
- Facilitated team brainstorming, fostering open idea exchange and refinement.
- Featured at Miami University's ETBD Games Expo

Organizations

Game Design Club President: *Miami University*

May 2022 - Present

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

Alpha Phi Omega: *Miami University*

September 2022 - President

- Part of a service fraternity focused on helping the nation, state, and campus.

Education

Miami University

August 2020 - Present

- Major: Games + Simulations, Minor: Computer Science