

Jackson Clayton

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SUMMARY

Driven game designer with expertise in Unity, Java, C++, and C# pursuing an internship 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.

EXPERIENCE

ID TECH CAMPS

06/2022 - present

Provided online tutoring in Unity, Minecraft, and Scratch for students aged 7-19 using Java, C#, and Unity game engine expertise.

PROJECTS

HYPERJUSTICE (Steam)

05/2021 - 01/2022

Created a fast-paced, third-person shooter with acrobatic movement

- Managed a team of two artists and a writer during the 3-month development process
- Implemented a distinctive movement/combat system focused on speed, aim, and memorization
- Role: Game Designer, Project Lead

CASTILLO SHATTERED MIRRORS (Steam)

09/2021 - 09/2022

Developed a shooter resembling a 1990's style collectathon

- Refined tight combat mechanics through iterative design
- Designed gameplay emphasizing player choice and replayability
- Created modular modding and custom map tools
- Role: Sole Designer/Developer (music outsourced)

CASTILLO THE NINE CIRCLES (Steam)

09/2022 - Present

Developed a shooter featuring open-ended levels with multiple challenges, emphasizing player freedom and choice

- Created memorable experiences through varied gameplay, objectives
- Implemented arcade-style gameplay with a combo counter to encourage level progression and minimize downtime
- Role: Sole Designer/Developer (music outsourced)

EDUCATION

MIAMI UNIVERSITY

08/2020 - Present

Major: Games + Simulations, Minor: Computer Science

Major GPA: 3.61

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