

# Jackson Clayton

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<https://jkclaytondev.github.io>

## Experience

**Game Developer, Unity Engineer (Contract):** *ESC TOY LTD*

**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.

**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.

**VR Developer and Research Associate:** *Miami University*

**February 2022- October 2023**

- Created a VR research simulation related to how pedestrians react around self driving cars.

## Projects

**Level Designer, Project Lead:** *HYPERJUSTICE (SEQ Games)*

**May 2021 - December 2021**

- Led a 4-member team of writers and artists to make a retro-inspired shooter with unique movement mechanics, created with Unity and released on Steam.
- Wrote a level design document/template to base levels around the movement system.

**Sole Designer/Developer:** *Castillo The Nine Circles*

**September 2022 - October 2023**

- Created an FPS/collectathon in Unity with open-ended gameplay, released on Steam.
- Focused on improving level design skills with retro motifs and Metroidvania elements.

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

**January 2023 - May 2023**

- Led a 5-member team of writers, designers, and programmers.
- Focused on improving skills in level design and project management/communication.
- Featured at Miami University's ETBD Games Expo, also released on Google Play Store.

**Sole Designer/Developer:** *CANVAS CARNAGE*

**September 2023 - Present**

- Developing and designing levels for a split-screen horde survival game in Unreal Engine 5, focusing on strategic gameplay. Featured at Miami University's ETBD Games Expo.

**Level Designer, Project Lead:** *STRATAGEM (Nightwatch Studios)*

**December 2023 - January 2024**






- Worked with 9 designers and artists using Unity to release an arcade game on Steam.
- Facilitated team brainstorming, fostering open idea exchange and refinement.

## 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
- Organized weekly meetings with industry figures to speak about how to prepare for a career in games.

Skills	Tools	Languages	Platforms	Education
Level Design Game Design Game Development Scripting 3D Modeling	 Unity  Maya  Unreal 5  Blender	C# Blueprints Java C++ JSON	PC, Mac, Linux Mobike (Android) VR and AR	 <b>MIAMI</b> UNIVERSITY Major: Games + Simulations Minor: Computer Science 2020-2024

	<div><div>Ps</div><div>Photoshop</div><div>Ai</div><div>Illustrator</div></div>			
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