

# Jackson Clayton

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**Education:**2020-2024 Miami University Game Design Major

## Leadership:

- Marketing head at Miami University Game Design Club

## Skills:

- Game Engines and Development Tools
  - Unity, Visual Studio, Blender, Maya
- Programming Languages
  - Java, C#, Javascript, Lua
- Other Relevant
  - HTML/CSS, Adobe Illustrator, Audacity, VR Development (Unity)

## Notable Game Projects (Unity):

2020-2021: ***“Flying Frags World Tour” (Solo)***

Single-player, first-person shooter and platformer

- Uses Unity's High Definition Render Pipeline for rendering
- Released on Steam with extra content and custom maps system
- Focus on compelling level design that mixes FPS with platforming mechanics.

2021: ***“HyperJustice” (Team of 4)***

Single-player, third-person shooter

- The first project as team leader, directed artists and writer.
- Unique movement system for interesting gameplay loop.
- Released on Steam with improved custom maps system

***“SuperStructure” (Solo)***

Single-player, 2D puzzle platformer

- Wrote a 27-page Narrative Design Document to plan out the story.
- Used Unity's animator system to make a smooth platforming system.

2021-2022: ***“Castillo Shattered Mirrors” (Solo)***

Single-player, first-person collect-a-thon shooter

- Open-Ended Gameplay and Level Design with a wide and distinct variety of pixel art-based enemies and weapons. Large focus on game design.
- Uses Unity HDRP, including volumetric lighting and Shader Graph

## Relevant Work Experience:

2021: Worked with a professor to research possible implementation of an environmentally friendly eSports team

2022: Working with a professor and student to make them a realistic Unity VR simulation related to autonomous vehicles braking systems.

## Websites:

Portfolio: <https://jkclaytondev.github.io>

LinkedIn: [www.linkedin.com/in/jackson-k-clayton](https://www.linkedin.com/in/jackson-k-clayton)