Jackson Clayton

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Skills

Level Design
Project Management
Game Design
Game Development
Scripting
3D Modeling

Tools

Maya
Unreal 5
Unity
Illustrator
Photoshop

Languages

C#
Blueprints
Java
C++
JSON

Platforms

PC, Mac, Linux

Mobie (Android)

VR and AR

Education

MIAMI UNIVERSITY

Major: Games + Simulations
Minor: Computer Science
2020-2024

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.

Level Designer: *PHOSPHENIA (Nightwatch Studios)*   **January 2024 - March 2024**
- Worked with a 9 person team to release a 3D Platformer on Steam using Unreal Engine 5.
- Used level design in artistic ways to convey a complex narrative and inner turmoil.

Level Designer, Project Lead: *STRATAGEM (Nightwatch Studios)* **December 2023 - January 2024**
- Worked in a 10 person team 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.