

Jackson Clayton

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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.

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.

Projects

Sole Designer/Developer: *Castillo The Nine Circles*

September 2022 - October 2023

- Created an FPS/collectathon with open-ended gameplay, released on Steam.
- Focused on improving skills in level design.
- Created game design that builds off of core mechanics.

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.
- Facilitated team brainstorming, fostering open idea exchange and refinement.
- 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.

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.

Alpha Phi Omega: *Miami University*

September 2022 - Present

- Part of a fraternity focused on providing community service to help the local area.

Education

Miami University

Expected Graduation: 2024

- Major: Games + Simulations, Minor: Computer Science