

# Jackson Clayton

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<https://jkclaytondev.github.io>

Committed to personal growth, leadership, and community service. Experienced in Unity and Unreal Engine 5 with six games on Steam and Google Play. Seeking a company where I can explore new possibilities and further develop my own creative preferences.

## Experience

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**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.
- Implemented intuitive user interface (UI) and game flow to ensure a seamless transition from physical card game to PC.

**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.

**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, using skills in all facets of game development apart from music.

## Projects

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**Sole Designer/Developer:** *Castillo The Nine Circles* **September 2022 - Present**

- Designed and developed an FPS/collectathon with open-ended levels, emphasizing player freedom and choice.
- Executed impactful social media marketing when releasing the game on Steam and created a comprehensive presskit to promote the project.
- Developed an advanced Unity shader that utilizes cubemaps to dynamically warp and display simulated environments on the other side of in-game portals.

**Game Designer, Project Lead:** *AL & FREDO'S OPENING DAY* **January 2023 - May 2023**

- Led a 5-member team of writers, designers, and programmers.
- Facilitated team brainstorming, fostering open idea exchange and refinement.
- Featured at Miami University's ETBD Games Expo

## Education

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**Miami University** **August 2020 - Present**

- Major: Games + Simulations, Minor: Computer Science