

# Jackson Clayton

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<https://jkclaytondev.github.io>

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## SUMMARY

Driven game designer with expertise in Unity, Java, C++, and C# pursuing an internship in the gaming industry. Skilled in game and level design, 3D modeling, with a strong portfolio of completed projects. Dedicated to crafting captivating and immersive gaming experiences.

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## EXPERIENCE

### ID TECH CAMPS

06/2022 - present

Provided online tutoring in Unity, Minecraft, and Scratch for students aged 7-19 using Java, C#, and Unity game engine expertise.

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## PROJECTS

### HYPERJUSTICE (Steam)

05/2021 - 01/2022

- Created a fast-paced, third-person shooter with acrobatic movement
  - Managed a team of two artists and a writer during the 3-month development process
  - Implemented a distinctive movement/combat system focused on speed, aim, and memorization
  - Role: Game Designer, Project Lead

### CASTILLO SHATTERED MIRRORS (Steam)

09/2021 - 09/2022

- Developed a shooter resembling a 1990's style collectathon
  - Refined tight combat mechanics through iterative design
  - Designed gameplay emphasizing player choice and replayability
  - Created modular modding and custom map tools
  - Role: Sole Designer/Developer (music outsourced)

### CASTILLO THE NINE CIRCLES (Steam)

09/2022 - Present

- Developed a shooter featuring open-ended levels with multiple challenges, emphasizing player freedom and choice
  - Created memorable experiences through varied gameplay, objectives
  - Implemented arcade-style gameplay with a combo counter to encourage level progression and minimize downtime
  - Role: Sole Designer/Developer (music outsourced)

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## EDUCATION

### MIAMI UNIVERSITY

08/2020 - Present

- Major: Games + Simulations, Minor: Computer Science
- Major GPA: 3.61

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## SKILLS

- Game Design, Game Development, and Level Design
- Programming Languages: Java, C#, C++, Python
- IDEs: IntelliJ, Visual Studio, Visual Studio Code
- Software: Unity Game Engine, Blender 3D