

# 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

## Notable Game Projects (Unity):

- 2019:      ***“Flying Frags” (Solo)***  
Single-player, retro shooter
- Focus on level design and enemy placement
  - Implemented Unity’s standard post-processing system
- 2020-2021:      ***“Galaxy Drop” (Solo)***  
Arcade, endless
- Released on Google Play and Kindle Store
  - Implemented infinite generation with refined physics to accommodate gameplay
- “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
  - Implemented custom maps system
- 2021:      ***“HyperJustice” (Team of 4)***  
Single-player, third-person shooter
- The first project as team leader, directed artists and writer
  - 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 and realistic 2D platforming system.
- “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
  - Uses Unity HDRP, including volumetric lighting and Shader Graph