

Jackson Clayton

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EXPERIENCE	ID TECH CAMPS	06/2022 - present
	Remote //Tutor <ul style="list-style-type: none">• Worked as a private online tutor for Unity/Minecraft/Scratch• Familiarity with Java, C#, and Unity game engine• Helped students (Age 7-19) create their own games and mods.	
	MIAMI UNIVERSITY	02/2022 - present
	Oxford, OH //VR Developer <ul style="list-style-type: none">• Created VR research simulation related to pedestrian-friendly braking systems in autonomous vehicles• Incorporated modular input/output allowing for easy modification and viewing of scene-specific variables via spreadsheet• Familiarity with Unity's VR tools and source control like GitHub• Accepted to ASME IMECE conference	

PROJECTS	FLYING FRAGS WORLD TOUR (Steam)	09/2019 - 01/2021
	<ul style="list-style-type: none">• First person shooter/platformer inspired by early 90's mascot platformers<ul style="list-style-type: none">◦ Developed unique FPS level structure with heavy emphasis on platforming and spatial awareness◦ Spent time optimizing for lower-end hardware	
	HYPERJUSTICE (Steam)	05/2021 - 01/2022
	<ul style="list-style-type: none">• Third person shooter with fast-paced acrobatic movement<ul style="list-style-type: none">◦ Led 2 artists and a writer while developing the game in 3 months◦ Implemented unique movement/combat system with an emphasis on speed, aim, and memorization	
	CASTILLO SHATTERED MIRRORS (Steam)	09/2021 - Present
	<ul style="list-style-type: none">• Shooter with design format of a 1990's style collectathon.<ul style="list-style-type: none">◦ Cultivated tight combat mechanics over many iterations◦ Gameplay designed around player choice and replayability◦ Created modular modding and custom map tools	

EDUCATION	MIAMI UNIVERSITY	08/2020 - Present
	<ul style="list-style-type: none">• Major in Games + Simulations• Minor in Computer Science• GPA 3.0	

SKILLS	<ul style="list-style-type: none">• Game Design, Level Design• Java, C#, Python Programming Languages• IntelliJ, Visual Studio and Visual Studio Code IDEs• Unity Game Engine and Blender 3D Software	
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