

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, NP++
- 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