

Jackson Clayton

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(703) 225-8662

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 and 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

Websites:

Portfolio: <https://jkclaytondev.github.io>

LinkedIn: www.linkedin.com/in/jackson-k-clayton