Peyton Jones

Programmer and Game Designer

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OBJECTIVE

Computer Science: Game Design Graduate with gameplay and systems programming experience. Seeking a Gameplay / Systems Programmer position where I can use my skills to create a fun and unique game with other passionate developers.

EDUCATION

University of California Santa Cruz, Santa Cruz —
Bachelors of Computer Science: Game Design

September 2019 - June 2023

- Gained experience working in teams to design and build many game prototypes in different game engines like Unity, Phaser, and Godot
- Learned diverse programming skills such as gameplay programming, data structures, OOP, and game engine graphics

EXPERIENCE

Independent Game Developer, Escape From Project Elevate

- Lead developer on a small team of 8 working with GIT, Godot 4 and GDScript, creating mechanics like grappling, movement and object interactions.
- Worked with other designers to implement new mechanics, assets, and levels in the game engine.

Independent Game Developer, Push Fight To Talk

- Worked with a small team as a lead programmer, working with Unity and C#.
- Implemented health and turn-based systems, A* Pathfinding, NPC and enemy interactions and logic, tilesets, and more.

UCSC, Santa Cruz — *Reader/Tutor for CMPM*

January 2023 - March 2023

- Worked with faculty to critique and grade student's projects relating to game systems and interactions

SKILLS

Game Design

Gameplay Programming

Systems Programming

Unity

Version Control (GIT)

PROGRAMMING LANGUAGES

C++ | C# | C

HTML | CSS

JavaScript

SPOKEN LANGUAGES

English (Native Language)

Spanish (Conversational)