

# Peyton Jones

Programmer and Game Designer



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[mrjones16.github.io/Portfolio](https://mrjones16.github.io/Portfolio)

## OBJECTIVE

Computer Science: Game Design Graduate with graphics, engine, build system, and networking experience. Seeking any game development 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, Pyxis

- Solo developer working on a multiplayer falling sand game, inspired by Noita.
- Built from the ground up in C++, it includes multiplayer, rigid bodies, runtime de-serialized elements, and more.

### 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.

### 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

Engine Programming

Networking

Unity/Godot/Unreal

Version Control (GIT)

## PROGRAMMING LANGUAGES

C++ | C# | C

Python

HTML | CSS

JavaScript

## SPOKEN LANGUAGES

English (Native Language)

Spanish (Conversational)