Peyton Jones

Programmer and Game Designer

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🔗 mrjones16.github.io/Portfolio

OBJECTIVE

Game Design Graduate with gameplay and systems programming experience. Seeking a Game Developer role 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

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

Something Sweet, Lake Isabella — *Manager*

2018 -2019

- Disassembled and cleaned frozen yogurt machines
- Worked at the register and closed the register after closing
- Opened and closed the store
- Stocked new food shipments

Pizza Factory, Lake Isabella — *Food Prep/Cashier*

2016 - 2018 & Summer 2022

- Tossed, made, and cooked pizzas
- Took orders at the register and over the phone
- Stocked and prepared ingredients
- Cleaned and closed the Restaurant

SKILLS

Game Design

Gameplay Programming

Systems Programming

Unity

Github

PROGRAMMING LANGUAGES

C++ | C# | C

HTML | CSS

JavaScript

SPOKEN LANGUAGES

English (Native Language)

Spanish (Conversational)