Peyton Jones

Programmer and Game Designer

+1 (760) 417-9261
peytonjamesjones@gmail.com
linkedin.com/in/peyton-j-jones/
mrjones16.github.io/Portfolio

OBJECTIVE

Computer Science: Game Design Graduate with 5+ years of programming experience including computer graphics, game engine, build system, and networking experience. Seeking any game developer or software engineer position where I can use my skills along with other passionate developers to create something new and exciting!

EDUCATION

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

September 2019 - June 2023

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

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)