

# Clay Williamson

**Mobile game designer with vertically integrated experience.**

St. Louis, MO - Email me on Indeed: [indeed.com/r/Clay-Williamson/ba81066221e6f269](https://www.indeed.com/r/Clay-Williamson/ba81066221e6f269)

I have always excelled at a variety of things. I played a seemingly infinite number of sports growing up and eventually went to college on a soccer scholarship. I wouldn't have said it at the time, but I was good. My teammates recognized it early on, voting me team captain as a freshman. On the soccer field, I achieved a level of excellence that I am aiming to exceed as a game designer. That ambition feeds my thirst for knowledge and fuels my drive for mastery. Thus far I have surpassed my own expectations, and am exceedingly thankful for the people who have contributed to my growth.

Although I have been playing video games since the Atari 5200, I haven't always known I wanted to create them. After I left the Cardinals in 2012, I spent weeks reflecting and contemplating my next career move. Game design had encouraging potential for fulfillment, and it wasn't long before I realized how gratifying it truly is.

I love that game design demands such a vast array of skills and understanding: artistry, psychology, engineering, mathematics, physics, logistics—the list goes on and on. It's the perfect profession for me because I thrive as a jack of all trades and refuse to be a master of none.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

## WORK EXPERIENCE

### Game Designer

Self Employed - St. Louis, MO - December 2016 to Present

- Currently finishing up Align 4, my most recent personal project
- Collaborate with a programmer in Paris, France.
- Responsible for (everything except writing code):

Game Design

UX Design

UI Design

Project Management

Art

Audio

Ad Mediation

Monetization

Quality Assurance

Creative Direction

Graphic Design

Product Management

### Creative Director

Lumate - St. Louis, MO - September 2012 to November 2016

- Hired and managed teams from 2-7 members for all projects
- Optimizing monetization daily for our most lucrative titles (Memory Matches and Memory Matches 2)
- Responsible for (everything except writing code):

Game Design

UX Design  
UI Design  
Project Management  
Art  
Audio  
Ad Mediation  
Monetization  
Quality Assurance  
Creative Direction  
Graphic Design  
Product Management

### **QA Intern**

Simutronics Corp. - Maryland Heights, MO - April 2012 to October 2012

- Started my new career as an unpaid intern
- Organized tests and testing data
- The relaxed atmosphere allowed me to float around the office and observe all departments of professional game development

### **Advance Video Scout**

St. Louis Cardinals - St. Louis, MO - May 2006 to February 2012

- Wrote team analysis reports each series for manager Tony Larussa and the assistant GM
- Logged and organized video playlists for coaches and players of upcoming opponents
- Charted games live during home games for instant feedback and analysis

## **EDUCATION**

### **MS in Kinesiology**

Southern Illinois University-Edwardsville - Edwardsville, IL  
January 2004 to May 2006

### **BFA in Digital Media**

University of Georgia - Athens, GA  
August 2000 to May 2003

## **SKILLS**

Photoshop (10+ years), Unity (3 years), Written Communication (5 years), Audacity (5 years), Project Management (5 years), Wireframing (5 years), Mobile (5 years), Mobile Ad Mediation (5 years), Mobile Monetization (5 years), Flurry Analytics (5 years), Game Analytics (3 years), Spreadsheets (10+ years), Quality Assurance (5 years)

## **LINKS**

<https://drive.google.com/file/d/0BwyBRIMjPxTVQ25NVDVHSXRleUk/view?usp=sharing>

## **GROUPS**

**International Game Developers Association - St. Louis**

Elected as an inaugural board member.