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## Klayton Cheuk - Technical Game Designer

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### Education

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Sheridan College, 2014-2020

### Skills

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- Gameplay Design
- Scripting Languages
  - C#
  - C++
  - Javascript
- Rapid Prototyping
- UI & UX Design
- Tool Development
- Graphic & 2D Design
- Process Documentation
- Agile Development

### Tools

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- Unity
- Unreal Engine
- Visual Studio
- VSCode
- Github & Gitlab
- Bitbucket
- Adobe Creative Suite
- Figma
- Miro
- Lucidchart
- Whimsical
- Microsoft Office
- Confluence
- Trello
- Clickup
- Notion
- Slack
- FMOD
- Wwise

### Experience

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#### Unity Programmer

*Distraction Machine* - [Miscellaneum Studios](#), August 2020 - July 2023

- **Shipped**, as a team of 6, a music-creation game to PC
- Solely created prototypes that helped **secure studio funding** from the Canada Media Fund
- **Programmed nearly all game systems**. Also developed tools to support custom UI motion design & narrative design structures
- Used **general Unity expertise** to fulfill many ad-hoc tasks such as animation & sound engineering

#### Programming Lead

*Wyrwood* - [FRUTPUNCH](#) - September 2019 - April 2020

- Worked in a team of 5 to create a hack-n-slash & deckbuilding **proof-of-concept that won 2nd place** at Entertainment Software Association of Canada's Student Video Game Competition 2020
- Solely deployed **UI, card-play systems and player character mechanics** over several development milestones
- Created development tools that the team **regarded as highly successful**, informed by team feedback rounds

#### Game Developer, Research Assistant

*As the End Drew Near* - [game:play labs @ OCADU](#), April 2019 - August 2019

- Designed an experiential VR game as an initial team of 5, using **cutting edge volumetric video technology**, for a research-creation project studying the tech's gameplay & artistic potential
- **Successfully created prototypes & documentation** for early-stage tech with low/no documentation to guide the process
- The game demo earned an honourable mention at A MAZE 2022, an art game festival

#### Game Programmer

Unannounced projects - [Flying Beavers Inc](#), February 2024 - present

- Contracted as a sole programmer for 2 unannounced projects
- Primarily responsible for delivering prototype tasks & milestones