klaytoncheukgamedev@gmail.com

www.klaytoncheuk.com

1-71 Rue Bellehumeur, Gatineau, QC

/in/klaytoncheuk

@klaytronic

klaytronic

Klayton Cheuk - Technical Game Designer

Skills

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

Tools

- Unity
- Unreal Engine
- Visual Studio
- VSCode
- Adobe Creative Suite
- Figma
- Invision, Miro, Lucid, Whimsical
- Microsoft Excel
- Confluence & Jira
- Clickup
- Notion
- Git
- Slack
- FMOD
- Wwise

Education

Bachelor of Game Design   Sheridan College - 2016 - 2020
Visual & Creative Arts   Sheridan College - 2015 - 2016
Art Fundamentals   Sheridan College - 2014 - 2015

Experience

Programming Lead, Game Designer

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
- **Wrote 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, UI / UX Designer

Wyrmwood - 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 UI designs that the team & playtesters **regarded as highly successful,** informed by multiple playtest sessions and game research

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

references available upon request