

# Klayton Cheuk!

## PROFILE

Enthusiastic and hardworking problem-solver with an immense passion for design in all pursuits. Has received excellent feedback on prototyping skills and attention to details. Positive and sociable collaborator, displaying effectiveness in programming and designing roles. Voracious appetite for impactful, flavourful game design and constant improvement.

## TECHNICAL GAME DESIGNER & PROGRAMMER

 klaytoncheukgamedev@gmail.com

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 Gatineau, QC

 /in/klaytoncheuk

 @klaytronic

 klaytronic

## Skills

- Scripting Languages
  - C#
  - C++
- Gameplay Design
- Process Documentation
- Agile Development
- Graphic & 2D Design

## Tools

- Unity & Visual Studio
- Adobe Suite
- Microsoft Office
- Confluence/Jira
- Notion
- Git
- Slack

references available upon request

## EDUCATION

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

## PROJECTS

### Unity Programmer

*Distraction Machine* – [Miscellaneum Studios](#), August 2020 – current

- Working with a new and growing team to prototype & develop a resource-management, music-creation game
- Brought on early in development, quickly coded a variety of needed and valuable systems, supporting structures to make future design and iteration easier
- Wrote, (& constantly updating!) all technical documentation to clearly and easily explain the game's many functions

### Gameplay & Systems Programmer

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

- Worked in a team of 6 to create a hybrid-genre, twitch-combat & deckbuilding game
- Kept game in scope by participating & consulting in team meetings, sprint planning, and production planning
- Consulted on design & fully implemented cardplay systems, combat systems, character ability mechanics

### Programmer / Game Designer

Untitled VR Game – [game:play labs @ OCADU](#), April – August 2019

- Worked in a team of 3 to design and deliver a VR experiential narrative game on the Oculus Rift
- Succeeded in tackling technical challenges in volumetric video capture and usage in Unity

## WORK HISTORY

### Game Designer/ Programmer

game:play labs @ OCAD University  
Miscellaneum Studios

April – August 2019  
August 2020 – current