

Klayton Cheuk!

UI / UX TECHNICAL GAME DESIGNER



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Oakville, ON



/in/klaytoncheuk



@klaytronic



klaytronic

Skills

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

Tools

- Unity
- Adobe Suite
- Microsoft Office
- Confluence/Jira
- Git
- Slack

references available upon request

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 UX designer and UI designer roles. Voracious appetite for impactful, flavourful game design and constant improvement.

EDUCATION

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

PROJECTS

Game Designer / Programmer / UX Designer

Newton – Sheridan College, March 2019

- Worked in a team of 3 to deliver a 2D platformer in 2 weeks, in Unity
- Achieved a strong gameplay aesthetic through UI, motion graphic design, and design of character movement metrics
- Fully implemented character controller, abilities, & interface functionality

Game Designer / 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

Game Designer/ Programmer

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 – April – August 2019