

Jake Clawson

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SUMMARY Skilled Level Designer, specializing in level/quest design. Experienced user of Autodesk Maya and Photoshop with more than 4 years working within Unity/UE4 Engine.

SKILLS/SOFTWARE

- Unity / Unreal Engine 4 Level Design (Whiteboxing, Detailing, Lighting, Level Flow)
- JIRA / Trello Asset/Development Tracking
- Adobe Photoshop (Texturing for Models/Objects)
- Autodesk Maya (UVMapping/3D Modeling Objects/Models)
- GitHub / Source Tree (Source Control)
- Basic C# plus Blueprint Scripting Experience
- Technical Writing/Documentation Experience

**WORK/RELEVANT
EXPERIENCE**

Level, Mechanics Designer (July 2021 – February 2022)

- Designing multiple levels for an upcoming action game, *Sunset Outlaws*. Used a variety of level design tools and assets within Unity to create and test levels alongside gameplay.

Game Designer (January 2022 – Present)

- Working as a designer for Game Taco on multiple Skill-Games for mobile devices and web on *WorldWinner* and *FanDuel FaceOff*. Worked in Unity and Docs to create design documents, create levels, and manage the design direction of multiple projects.

SFX Designer (October 2021 – December 2021)

-Contract work for *Toontown Rewritten's* newest expansion, *Sellbot Task Force*. Used foley work and Audacity to create multiple cartoon SFX while using concept videos for reference.

Game Designer Intern (May 2020 – August 2020)

-Worked with The Center for the Advancement of the Steady State Economy on an education card game. Focused designing gameplay mechanics alongside SFX design

Level, Narrative Designer (September 2016 – May 2018)

-Worked on a *Hearts of Iron IV* mod based in an alt-history universe. Used Visual Studios and Microsoft Word to design and implement code and narrative for each faction and mechanics.

EDUCATION BFA Computer Game Design – George Mason University – Fairfax, VA
