

# Jaydon Cueva

## Game Designer

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<https://tastybiscuitdev.wixsite.com/portfolio>

### Professional Experience:

August 8<sup>th</sup> 2021 - January 28th 2025: **Halfbrick Studios**

- **Generalist Game Designer**
  - System and mechanics design
  - Conceptualizing and Ideation for gameplay systems
  - Designed, prototyped and created the companion app “The Thrill of the Fight 2 Spectator” for the PC platform.
  - Captured in-game footage for trailers and marketing
  - Created in-game debugging tools for development
  - Participated and underwent regular strict code reviews to produce production ready code.
  - Lead team meetings and collaborative brainstorming sessions
  - Scrum master / Junior Producer
  - Presented project updates to stakeholders and in regular company wide meetings

### Course Related Experience:

August 2020 – December 2020: **Jumpstart Apocalypse VR (End of Year Group Project)**

- **Game Designer**
  - Level and Environment Design
  - Audio Design
  - Mechanics and system design for Zombie types, Weapons, Inventory and combat encounters
  - Designed, prototype and implemented adaptive music to respond to player gameplay in collaboration with a musician.
  - Captured in-game footage and composited game trailer

April 2020 – May 2020: **SENSUS (Client Brief Assessment)**

- **Game Designer and Programmer**
  - Level and Environment Design
  - Programmer and Technical Design
  - Audio design
  - Puzzle design
  - Conceptualized, researched, prototyped and implemented environment encounters
  - Captured in-game footage and composited game trailer

Nov 2019 – Dec 2019: **XEO (End of Year Group Project)**

- **Game Designer and Programmer**
  - Level and Environmental Design
  - Programmer and Technical Design
  - Audio Design
  - Prototyped, implemented and expanded upon Player Hover Craft movement controller
  - Created player combat systems such as shooting, speed boosting and health with supporting dynamic world space User interface
  - Captured in-game footage and composited game trailer

### Skills

- Unity Game Engine - C# Development and Level Design
- Unreal Engine 4 - Node based development and level design
- Autodesk Maya - 3D Modelling and Animation
- Adobe Premiere Pro - Editing and Compositing Game Trailers
- Git
- Perforce
- Jira
- Confluence
- Miro

### Voluntary Work

3D Level Design and production for the Free to Play online FPS Redmatch 2 - Maps

Include:

- Metro
- Outskirts
- Orbit
- XEO
- Quadrants
- Connectors

### Education:

Feb 2019 – Dec 2020: **Academy of Interactive Entertainment (AIE)**

- Advanced Diploma of Professional Game Development
- Diploma of Game Design and Production
- Certificate III in Game Art and Animation

### References:

*Available Upon Request*