

Jaydon Cueva

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<https://jaydoncgamedesign.framer.media/>

Game Designer

Creative and collaborative Game Designer experienced in agile development workflows, with a passion for player-focused design and effective cross-disciplinary teamwork.

Professional Experience:

August 8th 2022 - January 28th 2025: [Halfbrick Studios](#)

- **Generalist Game Designer**
 - System and mechanics design
 - Conceptualizing and Ideation for gameplay systems
 - Pitched new game ideas to the company for the company wide Game Jams
- **The Thrill of the Fight 2**
 - Scrum master / Junior Producer
 - Backlog Refinement
 - Project Planning with Production Manager and Stakeholder
 - Lead & facilitated team meetings and collaborative brainstorming sessions
 - Presented project updates to stakeholders and in regular company wide meetings
 - Created in-game debugging tools for development
 - Designed and created early crowd reaction audio systems
 - Participated and underwent regular code reviews to produce production ready code
 - Captured in-game footage for trailers and marketing
 - Assisted with promotional material youtube videos with Tony Jefferies and Node (Youtube Gaming Channel)
 - Saw project from early prototypes all the way through to Early Access release
- **The Thrill of the Fight 2: Spectator**
 - Created, Spearheaded and owned the Thrill of the Fight 2: Spectator PC Tool
 - Technical code design documentation
 - Working proof of concept prototype
 - Released and maintained updates post launch based on player feedback
 - Currently being used by community players and major tournaments alike
- **Fish Out Of Water!**
 - Assisted port from an in-house proprietary engine C++ to Unity C#
 - Received coaching in Agile and Scrum
 - Sprint Planning, Two Week Sprints, Daily Standups, Retrospectives, Sprint Stakeholder Reviews

Skills

- Unity Engine
- Agile, Scrum and Kanban
- 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