

Jaydon Cueva · Game Designer

<https://jaydoncgamedesign.framer.media>

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

Skills:

- Unity Engine C#
- Agile, Scrum and Kanban
- Git
- Perforce
- Jira
- Confluence
- Miro

Professional Experience:

August 8th 2022 - January 28th 2025: **Halfbrick Studios**

- **Generalist Game Designer**
 - System and mechanics design
 - Iterated on existing game mechanics
 - Conceptualization and Ideation for gameplay systems
 - Prototyping and implementation of gameplay systems
- **The Thrill of the Fight 2: Spectator**
 - Prototyped, implemented 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
- **The Thrill of the Fight 2**
 - Saw project from early prototypes all the way through to Early Access release
 - Scrum master / Junior Producer
 - Coordinated an expanding cross-disciplinary team of 12, including the Product Manager and Stakeholders across different time zones
 - Created in-game debugging tools for development and QoL feature testing
 - Worked closely with technical audio designers to create early crowd reaction audio systems
 - Worked closely with the Marketing team to produce high quality In-game footage and screenshots for promotional material
 - Technical support while filming promotional youtube videos with Tony Jefferies and Node
- **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, Stakeholder Reviews

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