

Clayton Hasty

Game Designer

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PROFESSIONAL SUMMARY

Game Designer with a foundation in Unreal Engine 5, level design, systems design, and prototyping, backed by both military leadership experience and Full Sail projects. Skilled at building gameplay loops, integrating feedback, and balancing mechanics for challenge and accessibility. Currently completing a Bachelor's in Interactive Technologies with a Game Design Focus.

SKILLS

Game Design & Systems: Level Design, Systems Design, Gameplay Balancing, Progression/Pacing (IPM), Player Feedback Loops

Technical Tools: Unreal Engine 5, Perforce, Machinations.io, Microsoft 365, Perforce, Jira, ClickUp

Development Methods: Iteration Cycles, Paper-to-Digital Workflows, Playtesting, Block Outs, Documentation, Scrum

Professional Strengths: Leadership & Mentorship, Workshop/Lesson Planning, Team Coordination, Data Analysis, Cross-Functional Collaboration

PROJECT LIST

WHISPERS OF THE WANDERING WOODS September 2025 - Present

- Implemented a pulse ability system (Blueprints + Niagara VFX + cooldown UI) used to solve 6 puzzle types and trigger boss phase changes.
- Created 3 unique biomes with distinct puzzle mechanics; conducted 5 peer play tests to stabilize difficulty and pacing.

ON-RAILS SHOOTER February 2025 - February 2025

- Created the UI (Menus) and HUD interface (ammo counter, health bar, and hit markers), leveraging Blueprint Widgets to provide responsive player feedback.
 - Coordinated with 4 teammates to run 5 team play tests (10+ players total) to refine weapon feel and improve UI clarity.
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EXPERIENCE

Afterschool Programs Site Supervisor July 2025 - Present

Childrens Home of Jefferson County, Watertown, NY

- Promoted from Group Leader to Site Supervisor; oversee the Army Youth Program in Your Neighborhood (AYPN) and Teen Center, serving 40+ students weekly and supervising 3-5 staff.
- Design and execute weekly activity modules using IPM pacing (Intro → Practice → Mastery), applying game design methodologies to design engaging learning experiences.
- Manage budgets, supplies, and attendance with 100% compliance on grant/audit requirements.

Infantry Team Leader June 2015 - September 2023

U.S. Army - Infantry Team Leader / Unit Armorer / Platoon Radio, Fort Drum, NY

- Directed teams of 4–9 soldiers; implemented 50+ training exercises scaled as progression systems.
 - Accounted for over \$500,000 of military equipment, deploying QA-style documentation and asset tracking practices.
 - Authored 10+ SOPs, aligning cross-functional teams comparable to design documentation.
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EDUCATION

Bachelor of Science in Interactive Technology (B.S.) - Game Design Concentration December 2025

Full Sail University, Winter Park, FL

Expected Graduation December 2025.

Associates in Game Development November 2024

Full Sail University – Winter Park | Nov 2024, FL

- GPA: 3.81.