ASHTON MCKENZIE

Game Designer | Narrative Designer

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SUMMARY

I have been designing immersive games for four years, creating captivating experiences for gamers. In cooperative settings, where my project management skills enable teams to flourish and realize their ambitious ideas, I thrive. I have continuously produced engaging and memorable games on time by concentrating on player involvement and rigorously improving processes for production to benefit the team and the project.

EXPERIENCE

GURN (Gun and Run) - Programmer / Game Designer

Sheridan College Capstone

🛱 2024 - 2025 🛛 🕈 Oakville, Canada

Q Remote

- Developed <u>10</u> traversal systems for a <u>1v1 hero shooter</u> in Unreal 5.4
- Designed and programmed all animation graphs for Character movement
- Enhanced player **Controls** and **Camera dynamics** for responsive gameplay
- Integrated parkour systems into a **modular framework** for easy **iteration**
- Generated **documentation** to <u>streamline team collaboration</u>
- Assisted PM and Producer with any crisis management within studio
- Programmed and created multiple modular shaders and materials for team
- Developed a **debug tool** and pipelines for other programmers within team

Kibo and the Cursed Lands - Creative Director

Eleos Games

- Championed a studio of **30** interdisciplinary **designers**
- Collaborated with **11** departmental leads to drive key decision-making for game development
- Led the restructuring of studio pipelines and disciplines to enhance operational efficiency by **30%**

Delirium - Project Manager

Studio Keybound

- Championed a team of **5** people
- Created a game that is both functional and engaging with Renpy
- Wrote over 25k words of dialogue
- Included 18+ CG's in the visual novel

QA Analyst

Playtest Cloud

- Improved system stability by **15%** by meticulously analyzing game systems for exploits and defects.
- Enhanced game compatibility on **3** phone models, resulting in a **10%** increase in user retention.

HARD SKILL SPECIALIZATIONS

C#	Advanced	Blueprints	Advanced
Unreal	Advanced	Unity	Advanced
Level Design	Advanced	Game Design	Proficient
Writing	Proficient	Project Management	Proficient

EDUCATION

Honours Bachelor of Game Design

Sheridan college

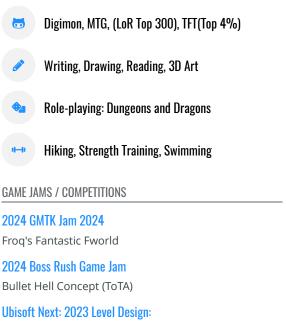
苗	09/2021	- 04/2025	9	Oakville,	Canada
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- 3.8 GPA
- Worked on a plethora both physical and digital game media within multiple software engines
 Considiration in Writing Sound Parism and
- Specialization in Writing, Sound Design and Programming
- Participated in **6** Micro Game Jams within the program
- Participated in two 10 month projects with a team of 6 7 interdisciplinary Designers

KEY ACHIEVEMENTS

- You Enter a Dark Room: Horror Analysis Paper Active Project: Pending Publication
- GDC Narrative Analysis 2024: Disco Elysium: Pending
- CNE Indie Showcase Trials of the Aisles

PASSIONS



Phase 1: <u>Fort Hoggs</u>

SOFT SKILLS

Communicatio	on Collaboratio	on Creativity			
Organization	Time Management				
Adaptability	Conflict Resolut	ion			
Storytelling	Leadership	Empathy			