Clay Westing

claytonwesting@gmail.com · www.claywestingaudio.com · 435-901-4653
Game Designer

SUMMARY

6 years of professional experience in both AAA and Indie (AA) game development with 3 Released Games. My responsibilities have ranged from making core gameplay mechanics to designing puzzles, scripting AI interactions, level design, developing and managing cross-department sprints, and implementing animation, visual effects, and audio in gameplay and cinematics. My goal as a game designer is to collaborate with a tight-knit multidisciplinary team to make an engaging and innovative experience. I live to create games that make you think, laugh, scream, and have fun!

PROFESSIONAL EXPERIENCE

Games Instructor | University of Utah **Jan 2026 - Current**

- Designed and taught two semesters of Alternative Game Development, a project-based course where students develop semester-long games in cross-disciplinary teams with practical applications beyond entertainment (training, education, social impact)
- Designed course assignments including iterative portfolio-building exercises that required students to document and articulate their design, artistic, and technical decisions
- Provided iterative feedback through playtesting and team-based design reviews, guiding students through production cycles (Prototype > Alpha > Beta > Gold)
- Provided students with individual professional guidance based on their skillsets and career goals
- Guided students to ship 11+ fully playable games, applying industry practices to educational context
- Received a 4.88/5 instructor rating

Unannounced Action Game Title **Feb 2026 - Current**
Senior Tech Level Desiger

- Created level design block-outs of combat arenas, traversal sections, and environmental set pieces
- Coded environmental interactable objects and created the level script including enemy encounter compositions, crafted cinematics, and objective based logic gating
- Filled in many gaps on a small team including: UI integration, performance optimization, audio, VFX alterations, animation implementation, and provided in depth combat design critique and direction

Sleep Awake (Released) | Eyes Out (Blumhouse Games Publisher) **Feb 2023 - Jun 2025**
Lead Game Designer (Unreal, PC, Xbox Series X/S, PS5)

- Realized the project vision in alignment with creative directors by scripting moment to moment gameplay in Unreal Engine, managing project scope, and crafting the audio-visual experience for Tribecca Games Festival Selected Psychedelic Horror IP
- Created the game's progression including designing puzzles, scripting AI encounters, and crafting cinematics in sequencer through audio placement, animating characters, FX, dynamic lighting, etc.
- Collaborated with audio, animation, and art by ensuring all departments pipelines worked with cross-department dependencies
- Worked with production to create tasks, evaluate scope, develop QA test plans, coordinate bug triage, and create sprints for all departments to make game shippable within scope
- Led design team by curating designer sprint schedules, providing technical and creative direction, and troubleshooting design issues as a team
- Collaborated with narrative consultant on overall narrative arc, dialogue writing support, and synergizing the narrative with gameplay and the audio-visual experience

Sleep Awake (Released) | Eyes Out (Blumhouse Games Publisher) **Jun 2021 - Feb 2023**
Audio Designer (Unreal, PC, Xbox Series X/S, PS5)

- Implemented all SFX, Music, and VO through integrating audio into existing blueprints (characters, level elements, interactables, etc.), animation spotting, sequencer timeline, and bespoke systems
- Created 20+ bespoke audio systems including interior to exterior localized room tone system, randomized and spline-based ambience emitters, modular breathing and efforts system, priority driven dialogue system, and quartz driven music system
- Optimized audio overhead by profiling using Unreal Insights and Audio debug tools and then using voice priority (virtualization/concurrency), audio volumes for occlusion, asset streaming, and audio subleveling
- Designed SFX with a particular focus on ambience and interactables

The Halo Master Chief Collection (Released) | Experis (Microsoft Publisher) **Aug 2020 - Feb 2021**
Quality Assurance (QA) Tester (PC, Xbox One, Xbox Series X/S)

- Specialized in audio and community issue testing
- Conducted daily BVTs (Build Verification Tests), bug regressions, and followed milestone directed test plans including extensive input device testing across all Halo multiplayer game modes and platforms
- Tested and wrote bug reports for cross-platform compatibility, certification, seasonal content, localization, audio, UX/UI, crashes, frame rate drops, etc.

SKILLS

- Unreal Blueprints
- Level Scripting (Level Design, Event Progression, Puzzles)
- AI Design (scripting, pathing)
- Project Management (Agile)
- Debugging & Optimization
- Unreal Sequencer
- Gameplay Scripting (traversal, mechanics, interaction, UI)
- QA (testing, bug reports, triage)
- Narrative Design (audio-visual storytelling, writing, cinematics)
- Multiplayer Replication
- Animation & Art Pipeline
- Audio Tech (Wwise, Unreal)

SOFTWARE & PROTOCOLS

- Unreal Engine (UE4, UE5)
- Perforce & Git
- Wwise
- Jira
- Pro Tools
- Excel
- Confluence
- Miro
- Google Suite

EDUCATION

Conservatory of Recording Arts & Sciences (CRAS)
Master Recording Program II

- Student Mentor for other students in teaching recording consoles, live sound, music production, post production, and game audio
- Founded Sound Design club as a part of the schools AES chapter where we did re-designs of game and movie content, field recording, mixing in Dolby Atmos, and adding sounds to self made game prototype

University of Utah
Master's | Game Production

- Studied game production/project management track
- Led production and design on 10+ game projects and presented game pitches
- Audio Producer and Sound Designer on published thesis game with 13k downloads

University of Oregon
Bachelor's | Sociology & Creative Writing

- Magazine editor for arts & literary magazine
- Radio DJ for campus radio station KWVA