

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

- Developed **10** traversal systems for a **1v1 hero shooter** 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 [streamline team collaboration](#)
- 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 2024 Remote

- 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 01/2023 Remote

- 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 01/2019 - Present Remote

- 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

09/2021 - 04/2025 Oakville, Canada

- 3.8** GPA
- Worked on a plethora both **physical** and **digital** game media within multiple **software engines**
- 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



Digimon, MTG, (LoR Top 300), TFT(Top 4%)



Writing, Drawing, Reading, 3D Art



Role-playing: Dungeons and Dragons



Hiking, Strength Training, Swimming

GAME JAMS / COMPETITIONS

2024 GMTK Jam 2024

Froq's Fantastic Fworld

2024 Boss Rush Game Jam

Bullet Hell Concept (ToTA)

Ubisoft Next: 2023 Level Design:

Phase 1: [Fort Hoggs](#)

SOFT SKILLS

Communication	Collaboration	Creativity
Organization	Time Management	
Adaptability	Conflict Resolution	
Storytelling	Leadership	Empathy