

Clay McConaghy

Game Designer & Gameplay Programmer

Contact

Email

claykonol@gmail.com

Location

Sydney, NSW, Australia

Portfolio

claymccconaghy.format.com

Education

Feb 2023 - Sep 2025

Bachelor of Games Development (Games Design)

SAE University College

6.17 GPA

Technical Skills

- Unity
- Godot
- Unreal Engine
- C#
- Game Development
- Game Design
- Mechanic Design & Implementation
- Game Feel

Transferable Skills

- Problem Solving
- Communication
- Project Planning & Management
- Teamwork

Profile

Game Design graduate seeking a career in the games industry. Two years of practical experience with Unity, Unreal Engine and Godot. Designed and developed multiple games from start to finish, programming core gameplay and systems, playtesting, refining mechanics and honing game feel. Seeking to learn and grow as a developer specialising in roles where design and technical knowledge are interwoven, with a love for unique, engaging and dynamic mechanics.

Game Experience

○ Hell Girl: Ultimate Revenge, Game Designer & Programmer SAE University College Sep 2024 - May 2025

Planned and developed a game over 6 months across both pre-production and production stages in Unity. Designed and implemented core game loop including player combat, scalable weapon and spell system, procedural level generation and room functionality.

○ Born Without Brakes, Game Designer & Lead Programmer SAE University College May 2024 - Aug 2024

Designed and developed a game over 12 weeks in Godot using the 'method' approach. Programmed fluid and engaging player movement, gunplay and fully functional peer-to-peer multiplayer for both LAN and Steam lobbies. Hosted weekly playtests to rapidly iterate, identify successes and issues, and use feedback to inform further development.

○ Game-A-Week, Solo Developer SAE University College Feb 2024 - May 2024

Ideated, planned and developed 8 unique games from concept to completed prototype in 1 week each using rapid prototyping. Developed games across both Unity and Unreal Engine using C# and blueprint scripting.

Other Experience

○ Retail Worker Foodworks Supermarket May 2022 - Nov 2023

Worked independently and collaboratively to achieve store goals to a high standard. Experience with customer service and communicating ideas clearly and efficiently. Multitasked and adapted quickly to maintain smooth store operations.

Referees

Dr. Ping-I (Adam) Ho
SAE University College / Senior Lecturer
Contact details available upon request.

Ruby Cassin
Typo Blacktown / Store Manager
Contact details available upon request.