

Jadyn Sayavong

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LinkedIn: <https://www.linkedin.com/in/sayavong-jadyn-7b0950260/>

Github: <https://github.com/TalonPlayer/talon-player-repo>

Website: <https://sleepingjs.com>

OBJECTIVE

Aspiring game designer with practical experience in programming and a strong foundation in website creation, graphic design, and 3D modeling. Adept at contributing to interactive gameplay development and prioritizing user satisfaction. Committed to collaborative teamwork by leading or taking the initiative to keep projects moving forward. Available in Summer 2025.

EDUCATION

Rochester Institute of Technology

Bachelor of Science, Game Design and Development

- RIT Dean's List
- GPA: 3.2

Relevant Coursework:

- IGME 560 AI in Game Environments (Spring 2026).
- IGME 420 Level Design (Spring 2026).
- IGME 320 Game Design & Development II (Fall 2025).

Rochester, NY

Anticipated - May 2027

SKILLS

Programming Languages:

- Python, Java, Javascript, C#, and C++.

Operating Systems:

- Windows 10 and 11.

Game Development:

- Programmer, Director, 2D and 3D Asset Creator, 3D Animator.

Softwares:

- Visual Studio 2022, Visual Studio Code, Unity Engine, and Unreal Engine.

PROJECTS

Outsiders

Top-down PVE Hero Shooter

9/2/2025 - 12/17/2025

Finished / Playable

- Implemented multiple playable characters that held unique identities, roles, and playstyles.
- Constructed a narrative that would fit within scope.
- Created an editor framework for ability implementation for the players, enemies, and boss fight.
- Crafted an entertaining cutscene and game trailer.

Z-vaH'

Top-down RTS-lite Tactical

9/12/2025 - Present

Work in progress / Playable

- Designed and modified gameplay that would stay true to the original game.
- Attempted to learn complex AI behaviors using GOAP.
- Created a system to generate random characters that include: personality, behavior traits, and cosmetics.
- Blue-printed comprehensive user interfaces to keep the experience understandable, yet still complex.

FPS Survival Rogue-Lite w/ Gambling Aspects

Inspired by MW3's Survival Mode

12/20/2025 - Present

Work in progress / Unplayable

- Crafted a narrative that would connect the gameplay and setting masterfully to sell a satirical world.
- Built a hierarchical, data-driven AI planning layer that sits between finite state machines and combat logic.
- Created first person movement and weapon handling from scratch.
- Took presumptive measures to comply with copyright laws regarding assets.