

Cameron Clark

Game Developer & Designer | C2 Games

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PROFILE

Game developer who enjoys turning ambitious ideas into games people can play. Took Speed For Trees from concept to a commercial product with a small team, handling programming, game design, and publishing while teammates brought the art and audio to life. Around 300,000 downloads across iOS and Android as of October 2026.

SELECTED EXPERIENCE

C2 Games | Game Development & Design

Speed For Trees: Guided development from the first concept through commercial release. Built gameplay and procedural world systems, vehicle customization, and player progression; integrated PlayFab accounts, statistics, leaderboards, and social features. Worked with art and audio teammates to bring the experience together.

Built and shipped live multiplayer gameplay using Unity Netcode for GameObjects (NGO), with dedicated servers hosted through PlayFab.

Bounce Master: Solo developer and designer of a Unity hypercasual mobile game. Built colour-matching paddle gameplay, event-driven score and speed modifiers, difficulty levels, leaderboards, and ranking.

Need For Trees & Rinkmaster: Developed mobile games for iOS and Android, contributing programming, game design, creative direction, and project leadership.

CatSplat Studios | Gameplay / AI Programmer

Built AI systems and behaviours and created player weapons in Unreal Engine 4, using Blueprints, C++, and Behaviour Trees. Collaborated remotely with a team of 10 developers.

Isolation Studios | Game Mechanics & Weapons Programmer

Pest Control - Toronto Film School capstone, March 2020 - March 2021. Implemented weapons, enemy AI, UI, visual effects, and object pooling alongside a team of 9 programmers and 6 artists.

TECHNICAL SKILLS

Unity | C# | Unreal Engine 4/5 | C++ | JavaScript | GitHub

Gameplay systems | Game design | Mobile publishing | Shaders & VFX

Unity Netcode for GameObjects (NGO) | PlayFab dedicated servers

EDUCATION

Toronto Film School | Video Game Design & Development Diploma

October 2019 - April 2021 | Graduated as valedictorian

ADDITIONAL EXPERIENCE & INTERESTS

Whistler Blackcomb - Lift Operator (2018-2019) | The Beer Store - Cashier (2017-2018)

Companion Pet Products - Warehouse (2012-2017)

Action and sports games, hiking, biking, skateboarding, and time with friends and family.