

MC

MAX CLAYTON

ACTOR, PRODUCER, EDITOR, WRITER (SCREENPLAY, NARRATIVE AND GAME DESIGN) |

OBJECTIVE

Learn as much as I can through challenging but great work.

Always curious at any design and wanting to push myself as an Actor to learn through those challenging moments.

SKILLS

- Exceptional at creating Freudian and Kubrickian concepts relating to script work (screenplays for film and television). A lifetime studying the craft of screenwriting.
- History and the political arena (Global politics) is my forte.
- Website design.
- Currently studying 3D Environmental design, character concept art through Udemy.com

EXPERIENCE

BUTCHER'S ASSISTANT • WE MEAT AGAIN • 12/06/2018 - CURRENT

Managing staff, training new staff members, cleaning responsibilities and presentation.

ROAD CREW • EPS AUSTRALIA • 17/06/2007 - 31/12/2018

I worked on stage set up, barrier construction, terra-track construction. Preparing a safe work environment for everyone. I worked on acts such as Lady Gaga, Bon Jovi, Shannon Noll, Foo fighters and much more.

ACTOR AND MODEL: Real People Modeling Agency 01/01/18 -17/06/18

Here I worked professionally with one of Melbourne's most profound Acting and Modeling agencies, I worked on various episodes of an Australian show called Neighbours and later went to work on American shows such as Seth Rogen's show Preacher, and a thirty second ad for the film The Meg with Ruby Rose and Vin Diesel.

EDUCATION

ELTHAM HIGH SCHOOL • JANUARY 2011- NOVEMBER 2016

Excelled at History and Global Politics.,



EMAIL



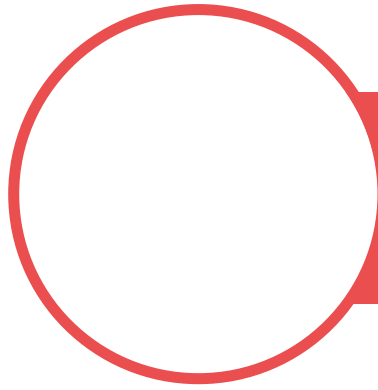
TWITTER HANDLE



TELEPHONE



LINKEDIN URL



YOUR NAME

|

- Currently studying Level Design through Unity and Unreal Engine 4.

- I wrote a Disney Pixar screenplay, exploring family concepts and a noir film that is more of a character study focusing on tragedy and mental illness.

GAME WRITING: STORYTELLING THROUGH GAME DESIGN • 08/05/2020 • UDEMY.COM

Through this I learnt the basics involving interactive narrative, such as: Characters, level design, dialogue, and NPC crafting essentials.

NARRATIVE DESIGN MASTERCLASS: GAME WRITING ESSENTIALS • 31/05/2020 • UDEMY.COM

Learnt thorough game design and blending it into a narrative space of linear First-Person Shooters and Third Person action/adventure and nonlinear games. Also learned character development/psychology, pitch design and worldbuilding.

