Robert W. Miller

Designer, Programmer, Mtn Dew Connoisseur

THREE PILLAR GAMES

Professional Work Experience

Mariaty Inc. Contract work (Dec 2014 - May 2015)

Software Engineer / Designer for the serious game Grey Guardians, designed in Unity3d to educate 10-12 year olds on the effects of substance abuse

Fast paced prototyping in C# with focus on player experience

Independent Work Experience

Virtual Reality

Research and Development in the VR space using the HTC Vive

Experimentation with controls and UI/UX

Development of prototype games centered around simplistic design

Other

Experience with version control using repositories such as github

Research into other areas of development (artwork, animation, and sounds)

Programming Skills

C#	*(3.5 years)*	C++	*(1 year)*	PHP	*(1 year)*
JavaScript	*(3.5 years)*	Java	*(1 year)*	Python	*(0.5 years)*

Education

Bradley University (May 2015)

Bachelor of Science in Interactive Media with a concentration in Game Design and a minor in Computer Science

Work Skills and Experience

Design	Programming	Other
- Design documentation	- Mobile development	- Iterative development
- Test plans	- AI development	- Work in teams and independently
- Design specifications	- Pathfinding (A*)	- Learn quickly on and off work
- Design proposals	- State machines	- Game jam participation
- Quad charts	- Centralized version control	
- User stories	- Creating software libraries	