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| As an up-and-coming Unity game designer, I strive to create engaging gameplay mechanics and intricate systems in the titles I’m involved in to give the player the best and most memorable experience playing for years to come. Skills  |  |  | | --- | --- | | * Game Design * Level Design * Debugging * Scripting * Scrum/Agile * Confluence/JIRA * Perforce * Maya | * Prototyping * Game Mechanics Design * Quality Assurance * Play Testing * Unity * Unreal * C# * Trello | |

# Work Experience

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| 04/2022 – PresentJunior Game Designer, Digital Scorpion InteractiveStreamlined the development process by integrating baseline mechanical features and systems of corgi engine into the project frameworkReduced the amount of time spent play testing in the project by creating a metrics level capable of testing a plethora of prototyped features at onceAssisting the project lead with modifying the existing game design document to further establish the project’s artistic, design and narrative directionshortened the process of creating interactable ai characters by both creating a base framework for friendly/enemy ai, and by creating the base ai state machine for boss characters through corgi engineExpanded the possible artistic possibilities within the team’s project by researching and developing several technical artistic features (interior map shading, cartoon filter shading, etc.)Keep the project UP TO DATE throughout the develeopment cycle through debugging and quality assurance testing05/2021 – 09/2021Game Designer, Data Detectives  * Established a framework of the game by collaborating with fellow team members using the process of game design documentation. * Allocated tasks to individual team members to spread the workload and designated more specific roles to each team member based on specific strengths. * Prototyped, play tested and iterated on mechanics and features by building a metrics level. * Created a sub-set of three levels in the game, collectively known as "Theater". * Designed and programmed the enemy characters, the player's tower-placement functionality, tutorial UI and other prefabs found in most levels. * Finished the look of the game by importing the art team's assets from Autodesk Maya into Unity and adding the functionality to the assets. |
| 08/2020 – 09/2020Quality Assurance, Project Dazel  * Tested *Project Dazel’s* performance and functionality on both Windows and WebGL to find previously unknown bugs. * Ensured the player's ability to perform all of the tasks provided on the document by reviewing the *Project Dazel* Game design document and testing said tasks. * Reported discovered bugs via Trello/YouTube video using the project head's standardized template (Severity, Platform, Name, Type, etc.).   **03/2020 – 07/2020**  **LEVEL DESIGNER,** TEAM SAPPHIRE   * Designed an original level idea for SCRAPS that uses IPTM progression and thematic parameters. * Compiled the mechanics, items etc. related to the level into an appropriate design diagram. * Created a blockout of the level using 3D objects in Unity. * Replaced the blockout with more refined prefabs to take their place and implemented the prefabs into the project. * Sculpted the out-of-bounds terrain using Unity's terrain-sculpting tool. * Conjoined the "Toxic Shipyard" level with the levels of the other members of Team Sapphire to create a full SCRAPS experience. |

# Education

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| 03/2019 – 09/2021Bachelor OF SCIENCE - Game Design, Full Sail University 3.56 GPA |