

# James Miller

## Game Programmer / Designer

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### Skills:

Object oriented programming	Debugging/iterating upon other programmers' code
Front-end development	System design / optimization
Creating modular tools for designers	Visual Effects creation / implementation

### Tools:

Unreal Engine 4/VR	C# / Blueprints / Java / Python / HTML
Unity 3D/2D/VR	Autodesk Maya / Adobe Photoshop
HackNPlan / Perforce / Git / TortoiseSVN / AWS	Microsoft Visual Studio / Visual Assist

### Experience:

#### **UCF Virtual Arboretum Project**

***Undergraduate Research Assistant – Game Programmer (January 2018 - Present)***

***(Independent 1099 Contractor, Virtual Field Trips, LLC) - Remote***

- Made in Unreal Engine 4 using Blueprints Visual Scripting, nativized to C++ during building
- Set up source control for a team of 5 using an Amazon EC2 server and a TortoiseSVN Virtual Server
- Created interactive components and a UMG journal to save progress and collect data for research
- Responsible for all in-engine optimization. Reduced max rendered triangles from 40 million to 11 million

### Large Projects:

**Ransacked - 11 Person Team | 16 Weeks | Unreal Engine**

***Technical Lead / Technical Artist (Spring 2018)***

- Made in Unreal Engine 4 using Blueprints Visual Scripting
- Worked on all major systems of gameplay with every team member
- Created and delegated any other programming tasks as necessary

**Dr. Higgs's Great Escape - 6 Person Team | 12 Weeks | UCF**

***Lead Programmer / Technical Artist (Summer 2017)***

- Made in Unity using C# in Visual Studio 2015
- Worked on all major systems of gameplay
- Created various powerups, a unique acceleration mechanic, and several cutscenes

### Other:

- 2010 - Achieved the rank of Eagle Scout within the Boy Scouts of America
- 2016-2017: Served as President for the Tennis Club at the University of Central Florida

### Education:

University of Central Florida - Spring 2018

*BA Digital Media - Game Design*