# Dennis Miller

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**Portfolio:** https://deanice.github.io/

## COMPUTER AND TECHNICAL SKILLS
- **Coursework:** advanced topics in graphics algorithms, operating systems, networking, and game development cycles, cyber security and cyber attack methods, basic topics in database systems, 3D modeling, AI design, and VR technology
- **Programming:** Java, C, C#, C++, Python, SQL, Assembly, HTML, CSS
- **Software Applications:** Unity, Unreal Engine, Github, Excel, Microsoft Office, SOLIDWORKS, Vuforia, MySQL, DevOps, Linux, UNIX, Windows, MacOS, Microsoft XNA
- **Applicable Skills:** extensive leadership and development team skills, designing and maintaining project roadmaps, web design

## EDUCATION
**The Ohio State University**, Columbus, OH
B.S., Computer Science Engineering, May 2022

## PREVIOUS PROJECT EXPERIENCE
**AstroRouge (Unity C# - PC)** (*Jan 2022*)
**Roles (Team of 7):** Physics and Procedural Generation Programmer, UI and Level Design
A 3D roguelike similar to Risk of Rain 2 with Mario Galaxy planet gravity
- Designed and implemented 3D planet generation with custom gravity
- Designed and programmed ability system with UI integration
- Programmed robust inventory system with dozen of unique stackable abilities
- Helped design enemy ability system and behaviors
- Detailed Bi-weekly presentations and helped lead team meetings

**VR Mobile Design Project (iOS)** (*Jan 2022*)
**Roles (Solo):** Solo designer and developer
A 3D platformer where player controls a ball and performs various gyro based tasks
- Created small C# based mobile game using Vuforia VR technology
- Implemented Gyro controls and simple camera based scanning

**Super Mario Bros and Kirby's Adventure (MonoGame XNA 4 - PC)** (*Jan 2021*)
**Roles (Team of 4):** 2D Animator, Collision Detection programmer, Dev Team Lead
Recreation of the first levels of Super Mario Bros and Kirby's Adventure
- Programmed backgrounds with parallax scrolling
- Animated powerup and attack states as well as enemy behaviors
- Programmed custom grid based box collision detection
- Developed using DevOps Scrum framework and lead detailed meetings

## WORK EXPERIENCE
**White Castle Corporate Office - IT Specialist** (*May 2019 - Mar 2020*)
- Helped transfer database and servers to new building
- Problem solved various technology related issues around the office
- Used remote-access to help with various restaurants around the country

**Caffe DaVinci - Assistant Manager** (*Jan 2018 - May 2022*)
- Helped lead front-end staff in team environment and manage back-end registers
- Designed new carryout system for COVID protocol

**Delaware North - Nationwide Arena Lexus Server (***May 2022 - Present***)**

**MISC -** Executive Treasurer of Park-Stradley Hall Council, Co-Captain OSU LoL Team