Gregory Miller

# CONTACT

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# EDUCATION

**Bachelor of Science in Game Design** (Graduated: May 2021)

### Champlain College, Burlington, Vermont

GPA: 3.28

# SKILLS

* **Engineering Experience:** C++, C#, Python, Command Line, Git, Visual Studio, Jetbrain Rider
* **Art Experience:** Maya, Blender, Adobe Creative Suite, Substance Painter, Sony Vegas
* **Design Experience:** Unity, Gamemaker Studio, FMOD, Unreal Engine, Gamebryo
* Experienced with the Scrum Process, Wiki Management, Task Management, and QA Testing

# EXPERIENCE

*KingsIsle Entertainment, Wizard101* [*Official Site*](https://www.wizard101.com/) 2022 – Present Day

### Associate Product Designer

* Created content of various types using custom tools based on Gamebryo
* Created automation scripts using Python and C#
* Planned Roadmaps for In-Game Events and Crown Shop Rotations
* Owned and led multiple mechanics in Wizard101 (Pets, Monstrology)

***iD Tech Camps*** 2021

### Online Instructor

* Taught students how to use Unity and Unreal remotely over Zoom.
* Planned custom lessons based on student’s needs.
* Used Slack and Email to communicate and Plan with other Staff.

## Missing Link, Install Wizard [Steam Page](https://store.steampowered.com/app/1586970/Install_Wizard/) 2021

### Level Designer/Narrative Designer

* Designed the tutorial and other levels for the player to explore using the Unity Editor.
* Created tools using C# to help the other level designers create content.
* Wrote comedic dialogue to enhance the gameplay and story.
* Led the creation of planning documents using Word and Photoshop.

## Man Down Studios, Blackout [Itch.io Page](https://ameliarose.itch.io/blackout) 2020

### Lead Designer

* Submitted game to Ubisoft Game Lab Competition.
* Prototyped puzzles and gameplay in the Unreal Engine.
* Created and adjusted Blueprints to add functionality to the game.
* Led QA and gathered Feedback into reports for the rest of the team
* Collaborated with our composer to create a soundtrack that reacts to the player’s progression.
* Wrote and drew various design documents using Word, Powerpoint, and Photoshop.