JOHN M. MILLIGAN

JohnMilligan.Work@gmail.com   JohnMilliganWork.com
(315) 430-4646

EDUCATION

Rochester Institute of Technology
Bachelor of Science in Game Design and Development
Minor: Communications
GPA: **3.96/4.0**

SKILLS

Programming Languages: C#, MEL, Swift, HTML, CSS, JavaScript, SQL
Software: Unity, Maya, Photoshop, Mudbox, Processing, Hammer

PROJECTS

Kinect Air Guitar Game:
- Used Microsoft's Xbox Kinect to track player's motions and capture them onto the screen.
- Player must match symbol on the neck of the guitar and strum the matching color on the UI guitar on the screen.

Xtreme Dodgeball:
- iOS iPhone game where player controls their character against waves of enemies.
- Player can throw straight or curve balls by either tapping or swiping towards the opponents.
- Each character the player chooses has two unique abilities.
- Opponents react based on player's actions.

Portal Maze:
- Used the Hammer level editor to create a maze that uses portal walls to traverse map.
- Placed portals and triggers down to make it feel like reality is being altered.
- Landmarks used to help player keep track of location.

Maya Maze Generator:
- Created a script in Maya using MEL to create a randomly generated maze.
- Able to use script to create countless of unique mazes with specific variables to alter the outcome of each maze.

Only Human:
- Head Designer of team project.
- Card based game where one manages resources and builds an army to defeat other players and complete side missions.
- Created and balanced all units and attributes.
- Modified game based on test group user suggestions.

Space Elements:
- Duo JavaScript project, a twist to Space Invaders, with different firing mechanics and enemies.
- Programmed collisions, tutorial walkthrough, UI, and various game enemies.
- Player strategy of color coordinating the player's weapons in order to destroy enemy's ships.

EXPERIENCE

Fisher Price Mattel: Animator   *June 2016- Present*
Portrayed toys' and figurine's features through animation for upcoming product shows. Created 3D assets for stages the products were showcased on. Created scripts to optimize workflow of the animation and stage setup for the production line. Contributed to storyboard development for future videos.

Excellus: Provider Operations Department   *June 2015- August 2015*
Collaborated with different departments on creating data libraries for Excellus's Intranet. Sorted, converted, and uploaded files to their libraries in a fashion to ease future access of data. Handled highly confidential information.

Oneida Healthcare: IT Department   *December 2014- January 2015*
Worked in the IT department of a healthcare system developing programs to efficiently standardize the internal processes of collecting data for the facility. Worked independently with new internal programming language.

AWARDS

- Dean's List RIT (2012/2013/2014/2015)
- National Society of Leadership and Success