

# Max Miller

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## Education

### [Clark University]

Bachelor of Art in Computer Science

Traina Merit Scholar

Relevant coursework: Game Studio, Automata Theory, Algorithms, Data Structures

Worcester, Massachusetts

2026

## Experience

### Co-Founder, Lead Programmer

Slimeware Games

Worcester, Massachusetts

April 2024-Present

- Programmed and implemented Unsent's core gameplay systems in Unreal Engine using C++
- Built tools to streamline implementation for design and writing teams
- provided technical consultation to SlimeWare and its business partners.
- Facilitated technical planning meetings and cross-discipline discussion
- Utilized agile concepts and managed Jira tickets for the engineering team

### Software Engineer Intern, Team Lead

Center for Israel Education

Worcester, Massachusetts

Dec 2024 - Present

- Worked on an existing educational software project to revamp internal systems
- Met consistently with higher ups to explain choices regarding technical direction and timeframes
- Used knowledge of shader programming to optimize mobile rendering performance by 31%

## Projects

### Audio-Based Glitch Shader (1st Place in JoyArt Technical Art Category)

Feb 2024

- Wrote a shader that distorts the rendering of a 3d model based on audio spectrum by manipulating UV coordinates and offsetting texture sampling
  - Recognized at the intercollegiate level among 100s of entries during JoyArt Boston 2024
  - Technologies Used: Unity, C#, Shaderlab and HLSL
- (<https://devpost.com/software/audio-based-glitch-shader>)

### Edge Case Game Jam Team

Sep 2023 - May 2024

- Programmed the winning game for all 5 Clark IGDA game jams during my sophomore year
  - Developed skills in problem solving and communication during a timed, high pressure environment
- (<https://team-edgcase.itch.io/>)

### Fish Trajectory Simulation

Oct 2022 - Dec 2022

- Computational model designed to simulate the movement of a pelagic fish within a spatial environment characterized by varying biomass distribution
  - Technologies Used: Python
- (<https://github.com/MaxNMiller/FishTrajectorySimulation>)

## Additional Achievements

- **National Honors Society • National Technical Honors Society • Traina Merit Scholarship •**
- Finalist - Congressional App Challenge 2019 (NC) - ([https://www.youtube.com/watch?v=fZ60To\\_QUuQ](https://www.youtube.com/watch?v=fZ60To_QUuQ))
- 2nd place - Clarkathon 2022 - (<https://devpost.com/software/psybert>)
- 2nd place - Clarkathon 2024 - (<https://devpost.com/software/crowdsmarks>)
- 1st place - Fitchburg State Fall Game Jam - (<https://maxnmiller.itch.io/phantom-rush>)

## Technical Skills

**Languages:** C#, Java, Python, Swift, Unreal Blueprints, GLSL, HLSL

**Technologies :** Unity, Unreal, Xcode, Firebase, Git/Github, Jira, Plastic SCM

**Interests:** C++, SQL