Miles Lee

Game Programmer

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SUMMARY

Game programmer with multiple years of experience in Unity and Unreal Engine using C# and C++. Proven track record of cross-team collaboration, Agile practices, code reviews, and delivering compelling projects on schedule.

PROJECTS EXPERIENCE

Equinox — Third-Person Exploration Puzzle Game

Jan. 2023 - June 2023

- Developed, tested, improved, and delivered an engaging game on schedule
- Demonstrated strong people and communication skills to collaborate with a team of 5 including programmers, artists, and designer
- Responsible for programming multiple gameplay systems
- Followed Scrum practices; provided consistent code reviews

<u>Paper Blasters</u> — Modern Arcade Style Game

May 2022 - June 2022

- Delivered a delightful arcade style game reminiscent of Asteroids
- Worked collaboratively as a member of a 5-person team, including strong written and verbal communication
- Optimized and programmed several gameplay systems

<u>Elemental Arts</u> — Two-Person VR Project

May 2020 - Feb. 2021

- 4.9 star rating on Sidequest; 12.3k Downloads; 29.3k Views
- Passion-project created in collaboration with an artist/musician

EDUCATION

Academy of Interactive Entertainment

Associates in Occupational Studies: Game Programming

Magna cum laude, December 2023

Program designed in response to industry needs in which students drive the game development process to create game frameworks, functionality, and interactivity.

- Demonstrated self-motivation
- Engaged in varied areas of game development
- Focused on verbal and written communications skills

SKILLS

PROGRAMMING LANGUAGES

C#

C++

Javascript

Python

Scrum

GAME PROGRAMMING

Unity

Unreal Engine

Visual Studio

Git

Perforce

AWARDS

Graduated Magna cum laude from Academy of Interactive Entertainment

President's Volunteer Service Award 2016 & 2017