

MILES LEE

GAME PROGRAMMER

Summary

Game programmer with multiple years of experience in Unity and Unreal engine using C# and C++

Education

Academy of Interactive Entertainment Aug. 2021 to Dec. 2023

Associates in Occupational Studies: Game Programming 2023

Projects

Equinox Jan. 2023 to June 2023

A small collaborative third person exploration puzzle game made by a group of five people including myself

Paper Blasters May 2022 to June 2022

A short arcade game similar to asteroid made by a group of five people including myself

Elemental Arts May 2020 to Feb. 2021

A two person VR project where you can bend elements

Contact

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in linkedin.com/in/milesglee

🔗 github.com/MilesGLee

Skills

PROGRAMMING LANGUAGES

C#

C++

Javascript

Python

GAME PROGRAMMING

Unity

Unreal Engine

Visual Studio

Git

Perforce