

Miles Gordon

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Relevant Work Experience:

Paper Cutter Games - Unity / C# Developer

Oct 2021 - Oct 2022 — Copenhagen, Denmark (Remote)

Used Unity Engine to implement Game logic, Devops tooling, and Shaders. Worked closely with an interdisciplinary team to bring two projects through prototyping on schedule, fulfilling requirements laid out by the Danish Film Institute.

Harvard-Smithsonian Center for Astrophysics - Multimedia Developer

Jun 2017 - May 2020 — Cambridge, MA (Hybrid / Remote Asynchronous)

Contributed to custom audio synthesis engine for iOS and Android science accessibility apps, and developed backend digital image processing infrastructure for a video installation at the National Air and Space Museum.

YiYi Editing & Translation Studio - Cofounder

Dec 2014 - Aug 2017 — Beijing, China

Cofounded a translation studio offering editing & translation services for arts-focused writing.

Where We Are - Unity / C# Developer

Aug 2015 — Valencia, Spain

*Designed, prototyped, and fully developed a Virtual Reality reactive-audio environmental installation piece for display at **El Museu de les Ciències Príncep Filipe** in Valencia.*

Skills:

Programming Languages: C#, Blueprints, Python, Rust, Lua, HTML, CSS

Engines & Frameworks: Godot, Unity, Raylib, Monogame, Love2D, Unreal

Additional Tools: Wwise, NIH-Plug, PureData, MaxMSP, Git, Visual Studio, ClickUp

Audio: Synthesis & sound Design, Procedural & Reactive Audio Implementation, Digital Signal Processing, VST3 Development

Visual: Aseprite, Blender, Shadergraph, Modeling, Animation

Design: Prototyping, Rapid Iteration, Mechanic Design, System Design, UI/UX

Education:

Berklee College of Music — *Valencia Campus, Spain*

2015 — *Master of Music* — Music Technology and Innovation (Summa Cum Laude)

The Evergreen State College — *Olympia, Washington*

2012 — *Bachelor of Arts* — Liberal Arts