

Dan Miller

Game Dev + Amateur Cook + Lifelong Learner

“Build smarter to go faster”

[linkedin.com/in/the-daniel-miller](https://www.linkedin.com/in/the-daniel-miller)

<https://github.com/dsmiller95>

[Fraculation.com](https://fraculation.com)

SKILLS

Backend/Systems

- Unity's Jobs + DOTS
- C#, Typescript, Sql
- Rust
- Data-driven design
- Unit Testing

Tooling

- Unity editor extensions
- ShaderGraph, VFX Graph
- Custom editor authoring workflows
- Git and Perforce
- Blender

Specific applications

- Procedural mesh generation
- Behavior tree NPC AI
- ScriptableObject config
- Real time simulations
- GPU acceleration

EDUCATION

BS Computer Software Engineering

Milwaukee School of Engineering | 2017

EXPERIENCE

Lead Developer; VP Of Engineering @ Dispute.com

01/07/2023 – Current

- Entered as lead developer, brought stability and organization to an existing rough prototype
- Guided technical direction and Furnished strong culture of collaboration
- Skills: Api design, C#, Leadership, Azure, Api design, Data resilience

Game Developer @ Flite Golf

09/19/2022 – 01/07/2023

- Designed and implemented multi-targeted logging system for on-site game installations
- Provided C# guidance to lead developers as the C# expert inside the company
- Built strong documentation, saving days of onboarding and even more during regression tests
- Used assembly definitions to reduce build times by 35% and build the first set of tests
- Skills: Unity3D, C#, Performance Optimization, Unit tests

Seeb Defender fraculation.com/blog/seeb-defender-project/

12/26/2020 – Current

- Built a farming simulation, tower defense, roguelite around a dynamic plant simulation
- Managed a large project and designed bespoke algorithms to reach 60FPS
- Used scriptable objects to accelerate game design and configuration
- Skills: Unity3D, C#, DOTS, 3D modeling, Performance Optimization

L-System language extension fraculation.com/blog/lindenmayer-implementation

12/26/2020 – Current

- Procedural mesh generation language highly optimized with multithreaded Jobs
- Extended the Unity editor import pipeline to compile custom language files into mesh generators

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- Presented technical details at a midwest gamedev conference, M+Dev
- Experimented with Rust interoperability to accelerate performance
- Skills: Unity3D, C#, Unity Jobs, Unity library management, Unit and Performance testing

AWS developer @ Milwaukee tool

01/11/2021 – 06/18/2021

- Migration to elasticsearch from Sql server using Kinesis Consumer Library and AWS Lambda in a CQRS pattern
- Skills: C#, Python, Typescript, Kinesis, AWS Lambda, Git, Terraform, dynamodb

Angular Developer @ API Healthcare

08/20/2018 – 12/23/2020

- Built a Time and Attendance Scheduling application with six other teams
- Owned design decisions made while creating these applications
- Onboarded two offshore teams by creating documentation and one on one mentoring
- Skills: C#, WebAPI, SQL, Agile/SAFE, Perforce, Git, Angular, Jasmine

Cloud Developer @ API Healthcare

08/28/2017 – 08/17/2018

- Worked on Time and Attendance software used by hospitals across US and Canada
- Modernized legacy (>10yr old) C# modules to run more efficiently in the Azure Cloud
- Managed automated builds via Jenkins hooked into Git or Perforce