Miles Rizzo
Gameplay Programmer

milesrizzo.com   miles.t.rizzo@gmail.com   615-715-7728

SOFTWARE

Unity Engine
Unreal Engine 4
Visual Studio
Git
Perforce
Photoshop

LANGUAGES

C++
C#
OpenGL4.2/GLSL
XML
JSON
HTML/CSS
Python
Lua
Java

SKILLS

Software Engineering
Agile Development
Data-Driven Development
Procedural Generation
User Interface
System Design
Tools Design
Data Structures
Team Management
Cross-team Communication

SHIPPED TITLES

NEW WORLD   2021- PRESENT
World Experience Engineer – Amazon Game Studios– Azoth Engine

- **Quests** - Designed and implemented new tools and quest technology to empower designers to rapidly implement new and compelling quest experiences for players
- **Housing** - Developed improvements to decoration and scoring systems
- **World** - Supported world changes by implementing solutions related to storage, contribution sharing, and dungeons

MINECRAFT, MINECRAFT: EARTH   2019 - 2021
Generalist Engineer – Mojang – Bedrock Engine

- **Mobs** - Worked closely with encounter and mob designers to implement new mobs in Minecraft: Earth
- **Character Creator** - Helped implement system and UI for a new character creator in both Minecraft: Bedrock Edition and Minecraft: Earth

LA RANA   5 MONTHS, 2018
Lead Software Developer – Team of 14 - Unreal Engine 4

- Sprint planned and negotiated deliverables for software development team
- Planned and documented major game systems, including audio, user interface, player movement, level streaming, and puzzle elements
- Created builds as standalone executables, PS4 builds, and Steam build uploads
- Implemented all in-game UI and menus

INDIVIDUAL PROJECTS

PERSONAL ENGINE   2 YEARS, 2019
C++, OpenGL 4.2

- Personal development engine with 2D and 3D rendering framework, input, audio, and UI systems, as well as profiling tools and a developer console.

ROGUELIKE STUDY   5 MONTHS, 2019
C++, Personal Engine

- 2D top-down roguelike with procedurally generated maps, quests, and NPCs

MINECRAFT CLONE   3 MONTHS, 2019
C++, Personal Engine

- Infinite, persistent voxel world with placing/digging blocks, lighting, day/night cycle, and save loading.

EDUCATION

GUILDHALL AT SMU *Plano, Texas*   2017-2019
Masters of Interactive Technology, Programming Specialization

OBERLIN COLLEGE *Oberlin, Ohio*   2012-2016
Bachelor of Arts, Computer science