



Josh Aaron Miller

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WORK EXPERIENCE

Content Designer, World of Warcraft

Blizzard Entertainment [May 2023 – Current]

City: Irvine | Country: United States

- Designed and implemented the revised Valentine's Day holiday "Love is in the Air"
- Designed and implemented quests, NPCs, hubs, tutorials, and more for Mists of Pandaria: Remix
- Led development of dungeon updates, quests, rewards, and secrets for WoW's 20th Anniversary celebration event

Systems Reward Design Intern, World of Warcraft

Blizzard Entertainment [May 2022 – Aug 2022]

City: Irvine | Country: United States

- Designed introductory quests, UI tutorials, and additional content for WoW's crafting and gathering systems

Game Design Consultant

Miaplaza Inc. [2021 – 2023]

City: Hamilton | Country: United States

- Provided consultation on matters of game design and instructional design

Lead Game Designer

Foldit [2020 – 2023]

City: Boston | Country: United States

- Designed and programmed tutorial UI and UX updates
- Designed and implemented new game systems, levels, story, and other player experience improvements
- Managed community and outreach efforts

Game Designer

Foldit [2017 – 2019]

City: Boston | Country: United States

- Designed and programmed tutorial improvements

EDUCATION AND TRAINING

Doctor of Philosophy

Northeastern University [2019 – 2023]

City: Boston | Country: United States | Website: <https://www.northeastern.edu/> | Level in EQF: EQF level 8

Master's in Computer Science

Northeastern University [2017 – 2019]

City: Boston | Country: United States | Website: <https://www.northeastern.edu/> | Level in EQF: EQF level 7

Bachelor of Arts, Computer Science and Neuroscience

Colgate University [2013 – 2017]

City: Hamilton | Country: United States | Website: <https://www.colgate.edu/> | Level in EQF: EQF level 6

LANGUAGE SKILLS

Mother tongue(s): English

SKILLS

Programming Languages

C# / C++ / Java (computer programming) / Python (computer programming) / SQL

Game Development

design principles / Unity (digital game creation systems) / lead others / use spreadsheets software / Organizational and planning skills / Microsoft Excel / collaborate with designers / systems and reward design / encounter design