

# Eli Miller

## Game Designer

San Francisco, CA  
(650)-\_\_\_\_-\_\_\_\_  
musicalmiller@gmail.com

### PROJECTS

**Portfolio link:** <https://metalgaiden.github.io>

**Github link:** <https://github.com/metalgaiden>

#### Homerun Miko

Isometric action puzzle game about japanese spirits and baseball

Role: Lead Designer, Level Designer, Composer

Link: <https://metalgaiden.github.io/projects/homerun-miko/>

#### Epistagraph

Design tool for visualizing player knowledge/learning

Role: Tool Designer

Link: <https://metalgaiden.github.io/projects/epistagraph/>

#### Folderman

Augmented reality game involving file and sound manipulation

Role: Lead Designer, Sound Designer, ARG Designer

Link: <https://metalgaiden.github.io/projects/folderman>

#### The Performance

4th wall breaking point and click adventure game

Role: Lead Writer, Lead Designer, Sound Designer

Link: <https://metalgaiden.github.io/projects/the-performance> (chrome only)

### WORK EXPERIENCE

#### Alter Learning - Game Designer

October 2021- Present | Remote

Exploring and empirically validating ideas for educational games, designing content and mechanics for these games and working with educators to facilitate student learning through games

#### Planet Granite Belmont Climbing Gym - Event Staff

May 2016 - August 2019 | Belmont, CA

Teaching climbing to kids, communicating and coordinating with my team, keeping everyone on the same page/schedule

### EDUCATION

#### University of California, Santa Cruz - June 2021

B.S. Computer Science: Game Design

### SKILLS

Active learning skills with an emphasis on the foundations and building out intuitive frameworks

Solid understanding of the fundamentals of design and usability

Good understanding of the player's mental model of a game and how to foster player growth and learning

Able to communicate ideas to a team and incorporate feedback

Comfortable with **Word**, **Powerpoint**, **Excel**, **Premiere**, **Photoshop** and equivalents

Competent in C++, C#, Python, and GDscript

### AWARDS

#### UCSC Sammy Showcase - Design Innovation Award

Title: Homerun Miko

Role: Lead Designer, Level Designer, Composer

Link:  
<https://gameshowcase.ucsc.edu/project/project-miko>

#### San Mateo Union High School District Film Festival - Best in Show

Title: When you're late for work

Role: Assistant Director/Fight Choreographer

Link:<https://tinyurl.com/y52okfbb>