

Eli Miller

Game Designer

San Rafael, CA

musicalmiller@gmail.com

PROJECTS

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

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/>

Dodgy Dice

Dice themed Vampire-Survivor-like bullet hell

Role: Systems Designer, Sound Designer

Link: <https://chonkershq.itch.io/dodgy-dice>

Harmony Train

Experimental card game that teaches music theory through game mechanics

Role: Lead Designer, Programmer, Design researcher

Link: <https://metalgaiden.github.io/projects/harmony-train/>

Epistagraph

Design tool for visualizing player knowledge/learning

Role: Tool Designer

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

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

Self motivated and driven by an internal sense of quality

Solid understanding of the fundamentals of design and usability

Wide breadth of game knowledge, particularly of puzzle games and traditional fighting games

Able to not only communicate ideas, but specify them enough to ensure the programmers, art and design are on the same page

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>