

Eli Miller

Game Designer

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PROJECTS

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

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

Project Miko

Isometric action puzzle game about japanese spirits and baseball

Role: Lead Designer, Level Designer, Composer

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

The Performance

4th wall breaking point and click adventure game

Role: Lead Writer, Lead Designer, Sound Designer

Link: https://parker-d-soto.github.io/final_project (chrome only)

Attack/Defend

2 player asymmetric card game with bluffing mechanics

Role: Sole Designer

Link: <https://tinyurl.com/yxpg8bzx> (steam workshop link)

Folderman

Augmented reality game involving file and sound manipulation

Role: Lead Designer, Sound Designer, ARG Designer

Link: <https://dawncloak.itch.io/folderman>

WORK EXPERIENCE

Planet Granite Belmont Climbing Gym / Event Staff

May 2016 - August 2019, Belmont, CA

Taught kids how to climb, managed customer expectations and kept my team on schedule

Oak Grove Market / Customer Service

April 2014 - January 2016, Burlingame, CA

Stocking, cleaning, handling food and fresh produce as well as monitoring and teaching new employees

EDUCATION

University of California Santa Cruz

June 2021

B.S. Computer Science: Game Design

SKILLS

Always trying to learn new things and building new intuitions

Level and mechanics design experience

Strong communication skills

Film experience (directing, cinematography and editing)

Familiarity with Windows, linux and OSX

Proficient in C++, C#, Python, Javascript, 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>