

Eli Miller

Game Designer

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musicalmiller@gmail.com

WORK EXPERIENCE

Oak Grove market / Part timer

April 2014 - January 2016, 1000 Oak Grove Avenue, Burlingame CA

At Oak Grove I learned to do most of the work required to keep the market running such as stocking, cleaning, handling food and fresh produce as well as monitoring and teaching new employees

Planet Granite Belmont Climbing Gym / Event Staff

May 2016 - August 2019, 100 El Camino Real, Belmont, CA

At Planet Granite I taught kids how to climb, managed customer expectations and kept my team on schedule

PROJECTS

Portfolio link: [metalgaiden.github.io](https://github.com/metalgaiden)

Github link: github.com/metalgaiden

Project Miko

Isometric action puzzle game about japanese spirits and baseball

Role: Lead 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: parker-d-soto.github.io/final_project (chrome only)

Attack/Defend

2 player asymmetric card game with bluffing mechanics

Role: Sole Designer

Link: tinyurl.com/ypq8bzx (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>

SKILLS

Good with kids/people

Always trying to learn new things

Film experience (directing, cinematography and editing)

Experience with Windows, linux and OSX

Coding skills in C++, C#, Python, Javascript, and GDscript

EDUCATION

University of California Santa Cruz

AUGUST 2019 - Current, Santa Cruz CA

B.S. Computer Science:Game Design

College of San Mateo

AUGUST 2016 - May 2019, San Mateo CA

Studied Film, Philosophy, Math, and Physics

AWARDS

San Mateo Union High School District Film Festival / Best in Show

Title: When you're late for work

Role: Assistant Director/Fight Choreographer

Link: tinyurl.com/y52okfbb