Eli Miller

Game Designer

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musicalmiller@gmail.com

PROJECTS

Portfolio link: metalgaiden.github.io

Github link: 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: 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/yxpq8bzx (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

Oak Grove Market / Part Time

April 2014 - January 2016, Burlingame, CA

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, Belmont, CA

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

SKILLS

Good with kids/people

Always trying to learn new things

Film experience (directing, cinematography and editing)

Familiarity with Windows, linux and OSX

Proficient in C++, C#, Python, Javascript, and GDscript

EDUCATION

University of California Santa Cruz

AUGUST 2019 - June 2021

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