Yazmin Miller

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Objective

As a third-year undergraduate student, I am seeking an internship opportunity in programming, game design, 3D modeling, or art for Summer 2024 or beyond. Eager to contribute my skills and passion for art and design to a team.

Education

Rochester Institute of Technology   **Rochester, NY**
Bachelor of Science in Game Development and Design, Minor in 3D Studio Arts   *Expected May 2025*
- **Related Coursework:** Rich Media Web Application Development I, Data Structure and Algorithms for Games & Simulations II, Multi-platform Media App Development, Game Design & Development

Skills

- **Programming Languages:** C#, C++, HTML, CSS, Javascript, Python
- **Game Design Tools and Methodologies:** Unity, Visual Studio Suite, Git, Agile Scrum
- **3D Modeling and Art:** Blender, Adobe Photoshop, Animation, Painting, Digital Art
- **Languages:** English (Native), French (Intermediate)

Experience

Woodbridge Township Recreation Department   **Woodbridge Township, NJ**
Painting Assistant   *December 2018 - December 2019*
- Assisted in organizing and conducting painting lessons for both kids and adults, fostering a creative and inclusive learning environment.
- Provided personalized assistance for individuals of varying skill levels, ensuring a positive and enjoyable experience for all participants.

Projects

Bloodshed   *September 2023 - December 2023*
- Collaborated with a team of five students over a semester to create a wave survival hack n' slash game.
- Acted as the 2D Artist/Animator and Storyboarder for the team, creating character and enemy assets/animations, and implementing them into Unity.

Audio Visualizer   *November 2023*
- Designed a web application to display audio frequencies in a visually pleasing way using APIs with Javascript.

Cataclysm   *June 2023*
- Coordinated a team to create Cataclysm, a board game similar to Life, but with a post-apocalyptic spin.
- Assisted the team by leading bi-weekly group discussions, and creating custom card decks and custom additional art on Tabletop Simulator

Slorpus Slaughter VII: Singular Shoot Soul   *January 2022 - May 2022*
- Contributed to a game development team over a semester, programming enemies, designing the menu screens and fonts, and testing the game to create a physics-based puzzle game with 10 levels.
- Used the open-source MonoGame framework to build our game.

Tarantichrist   *October 2021*
- Collaborated with two other programmers to create a Halloween-themed video game during a 36-hour game jam.
- Designed all the assets and menu designs, and implemented them into Unity to help create a game where a spider swings through obstacles to reach the end goal.
- Was recognized by other participants in the game jam for it being the most fun to try and speedrun.