

luke miller

EDUCATION

Rochester Institute of Technology
BS in Game Design and Development
2018, 3.72 GPA

OBJECTIVE

I want to bring my passion and determination into a challenging environment in order to build company success and develop new opportunities from within.

HONORS

Dean's List all terms
RIT Achievement Scholarship

CONTACT

lukemillergames@gmail.com
www.lukemillergames.com
(559) 909-0417
www.linkedin.com/in/lukemillergames

SKILLS

Software

- Unity Game Engine
- Unreal Engine 4
- Node.js
- ReactJS, Redux
- Gitbash, Selenium
- Autodesk Maya
- Adobe Suite
- WordPress

Lanugages

- C++, C#
- JavaScript, ES6/7

PROJECTS

PROJECT SMITH

Group Project | Spring 2018 – Spring 2019

- 3D Action Adventure game allowing for user created weapons and character customization.
- Team lead of over 15 students, lead game design, and lead development of the client and server.

ROGUE SMITH

Personal Project | Aug. 2016 – May 2017

- Developing a 2D dungeon crawler with the ability for the player to create unique weapons for combat.

IRON ATLAS

Class Project | Spring 2016

- Lead designer of features in a strategic empire builder board game with real time map discovery.

WORK EXPERIENCE

FULL STACK SOFTWARE ENGINEER

EmployeeChannel Inc. | Sep. 2018 – Dec. 2019

- Developed Reactjs code and backend NodeJS microservices for enterprise-scale app.
- Lead team research and push for QA Automation and codebase standardization.

FRAGILE EQUILIBRIUM DEVELOPER

Magic Spell Studios | Aug. 2017 – Dec. 2017

- Developer and designer for an alpha shoot-em' up game for Magic Spell Studios with gameplay focused around balancing.
- Worked heavily in gameplay and AI programming.

HEROJAM FOUNDER

HeroJam | Dec. 2016 – Jan. 2019

- Dedicated to helping children in hospitals by supporting Child's Play Charity through event donations.
- Coordinated sponsors, participants, and faculty. Prepared all materials for setup and events.

GAME ARTIST CO-OP

Magic Spell Studios | Jun. 2016 – Aug. 2016

- Developed 3D models, animations, and all UI screens for an educational game contract through Magic.

WEB DEVELOPER CO-OP

Eagledream Technologies | Aug. 2018 – Dec. 2018

- Developed and maintained major client websites using WordPress and AngularJS.

GAME DEVELOPMENT TEACHING ASSISTANT

RIT IGM Program | Jan. 2016 – May 2018

- Assisted students and professors in first, second, and third year courses within game development.
- Courses include: AI Programming, Advanced Web and Server Development, 3D Modeling, and Algorithms.