

# luke miller

## EDUCATION

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

## HONORS

Dean's List all terms  
RIT Achievement Scholarship

## SKILLS

### Software

- Unity Game Engine
- Gitbash
- Node.js
- Autodesk Maya
- Adobe Suite

### Languages

- C++, C#
- JavaScript, ES6/7
- HTML, CSS3

## CONTACT

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REFERENCES AVAILABLE UPON REQUEST

## 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.

## PROJECTS

### PROJECT SMITH

Group Project | Spring 2018

- Competitive 3D combat 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

### HEROJAM FOUNDER

HeroJam | Dec. 2016 – Present

- 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.

### FRAGILE EQUILIBRIUM DEVELOPER

Magic Spell Studios | Aug. 2017 – Dec. 2017

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

### 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.

### RIT GAME DEVELOPMENT TEACHING ASSISTANT

RIT Interactive Games and Media | Jan. 2016 – Present

- Assist 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.