luke miller

EDUCATION

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

HONORS

Dean's List all terms
RIT Achievement Scholarship

SKILLS

Software
- Visual Studio
- Autodesk Maya
- Adobe Suite
- Unity Game Engine
- Eclipse IDE

Lanugages
- C, C++, C#
- JavaScript, ES6
- Processing, Java
- HTML, CSS3

CONTACT

ljm1896@rit.edu
559-909-0417
www.lukemillergames.com
www.linkedin.com/in/lukemillergames

REFERENCES AVAILABLE UPON REQUEST

OBJECTIVE

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

PROJECTS

ROGUE SMITH
Personal Project | Aug. 2016 — May 2017

Developing a roguelike game with the ability for the player to create their own 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 creation.

FROSTY CHEEKS
Class Project | Spring 2015

Lead designer in a perpetual runner digital game. Created the procedural map generation and the game's design.

WORK EXPERIENCE

MAGIC'S MAKER GUILD FOUNDER
Magic's Maker Guild | Aug. 2017 — Present
- Creator and director of a campus wide student innovation group to create interdisciplinary student projects and products.

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.

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: 3D Modeling, AI Programming, Advanced Web Development, and Game Algorithms.