

# Daniel Miller

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Objective: Seeking work as a game programmer

## Work Experience

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### Parabox Software - Contract Developer

March 2014 - Current

Assisted in the development and maintenance of multiple tools for the Unity3D engine.

#### ProBuilder

- Extended the shape building tool to create a 3D arch and dome shape with adjustable parameters
- Tracked down and fixed bugs in legacy systems
- Translated system from JavaScript to C# for easier maintenance and integration with other systems

### IndiePub Entertainment - Unity Developer

Feb 2013 - Feb 2014

Developed mobile games for Android and iOS platform in C# using Unity3D engine.

#### Brick Witch - iOS

Released January 2014

- Developed level building tool used to create over 200 levels with serialized saving and loading
- Implemented RESTful API calls for updating levels from the server without updating the app
- Integrated third party API's for in-app purchasing, Facebook social features and the Mobage NDK

#### Go To Hell - iOS / Android

Unreleased

- Created infinite procedurally generated level building system with weight-controlled object spawning
- Developed UI systems used for character selection, equipment screen, in-app purchasing and win screen
- Made an on-device level editing tool used for game balancing and creation of special spawns zones

## Hobby Projects

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### Color Match C++ / OpenGL / glut

December 2013

This is a solo project I developed to become more familiar with OpenGL. It is a 2D match game built using OpenGL and glut for rendering the scene, reading keyboard input and controlling the main game loop.

- Created custom data structure for storing, displaying and shuffling tile objects

### Don't Starve Mod Lua / Don't Starve Engine

February 2014

This is a mod created for the game Don't Starve uploaded through the steam workshop

- Created Lua scripts adhering to the Don't Starve engine components
- Created a custom prefab object that has a unique recipe, custom action and animation

### Reign Legend of Godric (on iTunes and Android store) C# / Unity3D

Released December 2012

Organized and lead a development team of 5 others over a year-long development cycle.

- Created modular tool system for dialogue and in-game cut-scenes
- Programmed tutorial levels for easy learning and understand of game mechanics
- Developed text wrapping algorithm to support multiple screen resolutions
- More information on the game available at <http://goo.gl/yYOEa>

## Education

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Scripps College of Communication, Ohio University, Athens, OH

Bachelor of Science in Communication (June 2012)

Major: Digital Media, Special Effects, Games and Animation

Specializations in Computer Science & Mathematics