Jake Miller

Game Designer

jakemil@gmail.com   jakemakesgames.com   469.500.6846

Professional Experience

Firefall   Red 5 Studios
Game Designer   Time on project: 12+ months
- Primarily responsible for design, scripting and implementation of live content, guidance systems, and retention systems.
- Responsibilities include design, prototyping, and/or implementation in these areas:

Modular open-world quest areas	Guidance system design
Live event design	Retention systems design
Open world encounters/events	Modular quest type scripting
Lua encounter scripting	Monetization/reward systems design

Sonic Boom: Rise of Lyric   Big Red Button Entertainment
Level Designer   Time on project: 18 months
- Primarily responsible for layout, scripting, and implementation of Sonic-style speed sections.
- Responsibilities included design, prototyping, and/or implementation in these areas:

Gameplay scripting	Difficulty balance/pacing
Event scripting	Mechanics tuning
Level layout and player flow	Camera scripting
Boss encounters	VO/Audio

Independent Project Experience

This is You and Me   3D action/adventure in *UDK*
Level Designer   Team of 15 Guildhall Developers
- In this action/adventure, a boy travels with his imaginary friend to kill goblins
- Scripted encounters/gameplay mechanics
- Wrote and maintained design documentation

Illusion Spectacular   2D puzzle platformer in *Torque X*
Asst. Producer/Level Designer   Team of 4 Guildhall Developers
- 2D puzzle platformer in which a magician disappears and reappears puzzle elements
- Constructed and scripted tutorial level to teach new players innovative mechanics
- Managed schedule and design documentation, including GDD and asset development plan

The Clod or the Pebble   *Half-Life 2: Episode 2* single-player level
Designer, Scripter   Approx. 60 hours over 12 weeks
- Designed an underground laboratory rescue mission
- Prototyped and scripted a stealth system
- Tracked player progression via scripting to alter escape routes

Additional independent experience viewable at jakemakesgames.com

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Skills

Game Design	Software	Engines & Languages
Gameplay/Event Scripting	Adobe Photoshop	Lua
Retention Systems Design	Autodesk 3D Studio Max	CryEngine 3
Prototyping	Autodesk Maya	Unreal Engine 3
Documentation	Google SketchUp	G.E.C.K (*Fallout: New Vegas*)
Level and Player Flow Planning	Microsoft Office Suite	Flowgraph (CE3)
Optimization	Visual Studio	Kismet
AI		C#
Agile Scrum Development		

Additional Experience

Guildhall Academy, a game design academy   May 2012 – July 2012
Teaching Assistant
- Instructed game design techniques to middle and high school students

Awards

- Recipient, Eleanor Lou Carrithers Rhetoric Award

Education

The Guildhall at SMU   December 2012
- Master of Interactive Technology
- Specialization in Level Design

Oklahoma City University   May 2010
- Bachelor of English
- Minor in Rhetoric

Other Interests

- **Fitness:** I enjoy running wacky group runs with friends and coworkers
- **Tutoring:** Former teacher that engages in continued learning
- **Music:** Lover of live music and performing with musical groups