

Gregory Miller

CONTACT

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EDUCATION

Bachelor of Science in Game Design (Graduated: May 2021)

Champlain College, Burlington, Vermont

GPA: 3.28

SKILLS

- **Engineering Experience:** C++, C#, Python, Command Line, Git, Visual Studio, JetBrains Rider
- **Art Experience:** Maya, Blender, Adobe Creative Suite, Substance Painter, Sony Vegas
- **Design Experience:** Unity Game Engine, Gamemaker Studio, FMOD, Unreal Engine & Blueprints
- Experienced with the Scrum Process, Wiki Management, Task Management, and QA Testing

EXPERIENCE

iD Tech Camps

2021

Online Instructor

- Taught students how to use Unity and Unreal remotely over Zoom.
- Planned custom lessons based on student's needs.
- Used Slack and Email to communicate and Plan with other Staff.

Install Wizard, Missing Link

2021

Level Designer/Narrative Designer

- Designed the tutorial and other levels for the player to explore using the Unity Editor.
- Created tools using C# to help the other level designers create content.
- Wrote comedic dialogue to enhance the gameplay and story.
- Led the creation of planning documents using Word and Photoshop.

The Pottery Shop, Champlain College

2020

Lead Designer

- Collaborated with artists to design in-world UI to keep the player immersed in the world.
- Implemented Blueprints to adjust values and add functionality.
- Created an audio system for dynamic audio playback and sounds events
- Wrote and drew various design documents using Word, Powerpoint, and Photoshop.

Blackout, Man Down Studios

2020

Lead Designer

- Submitted game to Ubisoft Game Lab Competition.
- Prototyped puzzles and gameplay in the Unreal Engine.
- Created and adjusted Blueprints to add functionality to the game.
- Led testing on the game and helped release it on itch.io for free (<https://ameliarose.itch.io/blackout>).
- Collaborated with our composer to create a soundtrack that reacts to the player's progression.
- Wrote and drew various design documents using Word, Powerpoint, and Photoshop.