

Miles Lee

Game Programmer

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SUMMARY

Game programmer with multiple years of experience in Unity and Unreal Engine using C# and C++. Proven track record of cross-team collaboration, Agile practices, code reviews, and delivering compelling projects on schedule.

PROJECTS EXPERIENCE

Equinox — *Third-Person Exploration Puzzle Game*

Jan. 2023 – June 2023

- Developed, tested, improved, and delivered an engaging game on schedule
- Demonstrated strong people and communication skills to collaborate with a team of 5 including programmers, artists, and designer
- Responsible for programming multiple gameplay systems
- Followed Scrum practices; provided consistent code reviews

Paper Blasters — *Modern Arcade Style Game*

May 2022 – June 2022

- Delivered a delightful arcade style game reminiscent of Asteroids
- Worked collaboratively as a member of a 5-person team, including strong written and verbal communication
- Optimized and programmed several gameplay systems

Elemental Arts — *Two-Person VR Project*

May 2020 – Feb. 2021

- 4.9 star rating on Sidequest; 12.3k Downloads; 29.3k Views
- Passion-project created in collaboration with an artist/musician

EDUCATION

Academy of Interactive Entertainment *Associates in Occupational Studies: Game Programming*

Magna cum laude, December 2023

Program designed in response to industry needs in which students drive the game development process to create game frameworks, functionality, and interactivity.

- Demonstrated self-motivation
- Engaged in varied areas of game development
- Focused on verbal and written communications skills

SKILLS

PROGRAMMING LANGUAGES

C#
C++
Javascript
Python
Scrum

GAME PROGRAMMING

Unity
Unreal Engine
Visual Studio
Git
Perforce

AWARDS

Graduated **Magna cum laude** from Academy of Interactive Entertainment

President's Volunteer Service Award 2016 & 2017