

Douglas Miller

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OBJECTIVE

Attain a position in QA or design at an established development studio.

EDUCATION

Champlain College 08.2006-05.2010

Bachelor of Science in Game Design

- 40 credit-hours of game design courses
- 24 credit-hours of art and programming courses
- 12 credit-hours of Japanese language courses
- 54 credit-hours of liberal arts and academic courses

University of Cincinnati 03.2011-Present

Certificate in Japanese Language

- 10 credit-hours of Japanese language courses

COURSEWORK

- Advanced Seminar in Game Design
- Conceptual Game Design
- Player-driven Game Design
- Level Design
- Game Production I & II
- Senior Team Project in Game Design
- 3D Modeling and Animation

ROLE EXPERIENCE

Lead Designer & Producer, Independent 10.2010-Present

- Working part-time, remotely with a 4 person team on a Tactics RPG in Unity 3D
- Fully responsible for authoring of overall design, concept and narrative
- Working on the design, implementation, testing and iteration on the class and ability systems and their gameplay balance
- Responsible for meeting with programming team regularly to assess codebase
- Work regularly with artists to develop and maintain visual style, including the creation of environmental and character concept art
- Solely responsible for the management of our bug-tracking systems

Level Designer, Emergent Media Center 01.2010-05.2010

- Serious game project for the United Nations for ending violence against women.
- Constructed and iterated on levels using XML and Illustrator.
- Worked with all members of the design team to overcome obstacles.
- Provide stand-in voice acting for interim build to be tested overseas.

Lead QA, Champlain College 01.2010-05.2010

- Lead over 30 individual testers on 8 projects simultaneously
- Responsible for spearheading and implementing methods for bug-tracking and issue analysis with little to no supervision
- Produced test plans, ran bi-weekly test sprints, assembled testing reports and met with project development teams regularly to discuss qualitative feedback
- Managed project-management and ticket systems

Lead Narrative & Co-Lead Designer, Champlain College 08.2009-12.2009

- Part of a 4 person team working on an adventure game in Unity 3D
- Authored the narrative, established the world and gameplay setting
- Worked regularly with artists to maintain a particular aesthetic vision
- Co-authored online Game Design and Systems Design Documentation

HARD SKILLS

Proficient with:

- Bug-tracking via Redmine & Unfuddle
- Version tracking via SVN & GIT
- Microsoft Office
- Unity 3D
- Unity Asset Server
- Unreal 3 Editor
- Galaxy Editor
- Systems Design Documentation
- Game Design Documentation
- Adobe Photoshop

Familiar with:

- Scripting, Javascript and Proprietary
- Autodesk Maya
- Autodesk 3DS Max
- Fundamental C# and C++
- Flash and Actionscript
- Unreal 3 Kismet & Matinée
- Adobe Premiere
- Adobe After Effects

SOFT SKILLS

- Thrive under pressure and strict deadlines
- Focused and self-motivated worker
- Accurate and careful documentation
- Detail-oriented approach to work
- Strong interdisciplinary group experience
- Natural leadership qualities
- Excellent written & verbal communication
- Flexible and open to critique
- Adaptive and quick to learn new skills
- Understanding of all production disciplines
- Passionate about precision and polish
- Proficient with spoken & written Japanese

ADDITIONAL EXPERIENCES

- Worked as CA GDC 2012 @ San Fran, CA
- Attended GDC 2011 @ San Francisco, CA
- Attended GDC 2010 @ San Francisco, CA
- Attended MIGS 2009 @ Montreal, QC

CONTACT INFO

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Recommendations are available at LinkedIn or upon request