Ryan T. Miller
Game Designer

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Professional Projects

Agents of Mayhem
Deep Silver Volition (Mar 2015 - Sept 2017)
Combat Systems Designer

Designed and implemented the Encounter System, which provides an interface for a mission designer to place enemies specifically or procedurally into combat, and adjust their high-level behavior. Worked on enemy design and development, such as creation of enemy weapons, abilities, and systems necessary to function. Responsible for collaborating with mission designers to meld combat with narrative in all missions across the game. Aided in various combat related systems such as difficulty and progression, both on design and particularly implementation.

Vectromirror
Major Games (April 2016-Ongoing)
Lead Programmer

Workload includes high level tech development as well as implementation of and assistance in designing for the majority of game mechanics. delegating remainder of development amongst other programmers evenly. Primary mechanics worked on include special abilities, AI, hazards and various world objects with interactive elements.

Dark Maze
Metamorphic Games (March 2015)
Programmer / Designer

Worked on design of high level goals, mechanics, and tech, as well as developing minor systems for navigation of the maze.

Influenza
Metamorphic Games (February 2015)
AI Programmer / Designer

Developed and designed AI enemy types and all behaviors, including pathfinding, player acquisition and wandering behavior.

Education

Full Sail University, FL (Graduated August, 2014)

Bachelor's Degree in Game Development

Lorain Community College, OH (Transferred October, 2012)

Associate of Science in Game Development

Independent Projects

The Lost Handheld Tales
ClickJam Fall 2013
Team Lead / Programmer

Led the team during design and production, and created multiple levels, as well as integrated all assets and levels together.

Hometown Hero
Fullsail Hackathon 2013
Team Lead / Designer / Programmer

Guided the team through design and schedule challenges, as well as handled code related to script, art, and sound integration.

Closure
ClickJam Spring 2013
Team Lead / Designer / Programmer

Programmed base gameplay mechanics, designed one of the three levels, and integrated art assets into final project

Expertise

Skills:
- *Scripting*
- *Visual Scripting*
- *Combat Design / Systems*
- *AI Design / Systems*
- *Mission Design / Systems*
- *Gameplay Design / Systems*

Engines:
- *Unreal Engine 4.3+*
- *Unity 3.5-4.3*
- *Multimedia Fusion 2*

Software:
- *Perforce*
- *Hansoft*
- *Visual Studio*

Languages:
- *C++*
- *C#*

APIs:
- *DirectX11*
- *FMOD*

Major College Projects

Synthetic Soul
Full Sail University 5-Month Final Project
AI and Systems Programmer / AI Designer

Now That's What I Call Cyborgs!
Full Sail University 3-Month Degree Project
AI and Systems Programmer / AI Designer