

# Ryan T. Miller

Game Designer

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## Professional Projects

### Agents of Mayhem

Deep Silver Volition (Mar 2015-Ongoing)

*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 (April 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 (March 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*