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GitHub
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Ryan Miller

Front End Engineer

SUMMARY

Game designer turned front end software developer with a passion for programming and designing robust gaming features. Possessing an Associate of Arts with a designation in Game Design and Development and front end credentials that include C#, C++, Unreal, Unity, Javascript, test driven development, and React.

TECHNICAL AND DESIGN SKILLS

PROGRAMMING LANGUAGES
- C# and C ++
- Javascript and Java
- Python
- HTML
- CSS
- React

GAME ENGINES
- Unity
- Unreal

Version Control
- Git
- Gut hub

3**D Modelers**
- Maya
- Blender

TEST DRIVEN DEVELOPMENT (TDD)
- Cypress
- Mocha Testing Framework
- Chai Assertion Library
- Unit Testing & OOP
- End-to-End Testing

PROFESSIONAL WORK EXPERIENCE

Laarzae Studios, Littleton, Co — *Game Designer(freelance)* **Mar 2021 - present**

- Design and program 2D games
- Write gaming code and deliver product effective solutions

DNS Home Exterior, Denver, CO — *Independent Contractor* **July 2020 - Feb 2021**

- Executed installing window and doors to maintain 100% customer satisfaction
- Co-managed a team of 10 crew member for on site installations

Alamo DraftHouse, Littleton, Co — *Server/Shift Lead/Trainer /Event Coordinator* **Mar 2013 - Mar 2020**

- Coordinated locally with 10 local non-profits to build relationships and philanthropic opportunities
- Managed day-to-day operations, and helped facilitate staff morale and productivity
- Operated at a high-volume with clear verbal and non-verbal communication

PROJECTS

Rancid Tomatillos

- An app where a user can view browse a selection of movies
- Developed a carousel for viewing and displaying movie cards
- **Tech Stack:** React | JavaScript | Cypress Testing

Vikings Plunder

- A game where you play as a viking with an axe on a chain and can use that to fight and explore the world
- Composed a fun and interesting rock monster boss fight
- **Tech Stack:** Unity | C#

EDUCATION

Turing School of Software & Design, Denver, Co — *Front-End Engineering (Nationally Accredited)*

Feb 2021 - Aug 2021

Arapahoe Community College, Littleton, Co — *Associate of Arts, Game Design and Development*

Aug 2015 - May 2018