

Javon Miller

Game and Application Developer

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EDUCATION

Boise State University - *Games, Interactive Media and Mobile*

January 2019 - May 2023

I graduated with a Bachelor of Science in Games, Interactive Media and Mobile. Throughout my education, I have become proficient in the use of Game Development software, such as Unity, to generate a multitude of Two-Dimensional, Three-Dimensional, Augmented Reality and Virtual Reality projects

Projects

Medley - *Lead Developer*

A Virtual Reality game developed in Unity that utilizes music to utilize rhythm designated gameplay

- Assigned tasks, coordinated the team, and compiled the assets and code into the game
- Built the map level and implemented virtual reality functionality
- Designed 2 environmental effects being fog banks and water physics using Unity's shader graph and particle system
- Assisted in other areas of development, including the programming (C#), UX/UI design and 3D modeling

Boise River Cafe Navigational App - *Lead Programmer*

An mobile app intended to provide assistance in navigating the Boise River Café located on Boise State for IOS devices

- Implemented augmented reality to generate 2 different virtual tutorial videos across the restaurant via image tracking
- Developed the application using Swift and Reality Composer in xCode

Candy Killers - *Level Designer / Visual Effects Artist*

A Unity3D player vs player game that made use of Photon software to utilize 4 person multiplayer functionality

- Modeled the map, the 10 buildings on it and the lamppost inside using Blender.
- Generated environmental effects and lighting using Unity's particle system

Varscent - *Lead Artist / Level Designer/ 3D Modeler*

A VR game developed to assist in identifying dementia in its players through smell and using data to generate a progression map

- Sculpted the environment in Unity to mimic the sensation of being outside while in virtual reality
- Modeled and textured over 15 3D objects in Blender to be associated with odors as part of the gameplay

MNDR - *Programmer / Visual Effects Artist*

A Unity3D VR interactive experience game for fans of the musical artist MNDR, including minigames, an interactable environment and music focused gameplay

- Composed 3 different visual effects for the game within Unity's VFX graph such as make fire, portals to other levels and spheres of light
- Programmed an inventory system, player interaction with objects within the game, such as the 72 tarot cards, and optimized the virtual reality functionality within the game • Assisted in general debugging of software

EXPERIENCE

FedEx Ground, Boise - *Ops Admin II / Quality Assurance*

August 2019 - PRESENT

- Collaborated with team members to complete projects on time, ensuring high-quality outcomes
- Improved communication between departments with timely and accurate document forwarding
- Maintained a safe working environment by enforcing strict adherence to health and safety guidelines
- Streamlined operations by implementing efficient processes and systems
- Implemented quality control measures to ensure compliance with industry regulations and standards
- Developed a systematic approach to validate delivery addresses using data analysis tools, lowering the number of held packages and enabling quicker resolutions for our customers
- Utilized available tools to process dangerous hazardous and limited quantity items
- Created and managed knowledge base to address frequently asked questions and offer how-to guides and troubleshooting instruction
- Applied exceptional problem-solving, process development, and strategic implementation skills to lead and support all areas of operations
- Answered and managed incoming and outgoing calls while recording accurate messages for distribution to the team

SKILLS

- Programming: C#, Swift, Java, HTML, CSS and JavaScript
- Visual Effects: VFX Graph
- 3D Modeling and Animation: Maya and Blender
- Unity: 2D and 3D Development
- Extended (XR) Reality Development: VR and AR
- Mobile Application Development: Android and IOS
- UX/UI Design
- Spacial Audio Development
- Customer Service
- Data Entry