

JAVON MILLER

PROFILE

I am a recent graduate from Boise State University looking to find work in game design and development.

I am hard working and dependable. My background includes knowledge in computer operation, software, and programming. I have particular interest in game design, level design and visual effects.

From the time I spent in my degree program, I have made various projects and assets such as 3D and VR games, mobile applications, and websites.

CONTACT

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SKILLS

Game Design
Programming
C#
Swift
Java
JavaScript
Visual Effects/VFX Graph
Level Design
3D Modeling
Animation
Unity
Maya
Blender
Virtual Reality Development
Augmented Reality Development
Mobile Application Development
Web Design

EDUCATION

Boise State University

January 2019 – May 2023

Graduated with a Bachelor of Science degree in Gaming, Interactive Media, and Mobile.

Las Positas College

August 2014 – May 2018

Graduated with an Associates of Arts in Liberal Arts: Focus on Math and Science

EXPERIENCE

GIMM Projects

Medley – a project with the goal of designing and developing a virtual reality game in Unity over the span of 2 months.

- Held a leadership role assigning tasks, coordinating the group, and assembling the game with the assets and code provided.
- Created the map level and oversaw the virtual reality implementation.
- Implemented unity's shader graph and particle system to create environmental effects.
- Assisted in other areas of development, including the programming (C#), UX/UI design and 3D modeling.

BRC App – a project intended to design an assistance app for the Boise River Café located on Boise State for IOS devices.

- Held a programming role, implementing augmented reality to create virtual tutorial videos that a user could interacted with to assist in navigating the restaurant.

Candy Killers – a project aiming to design a 3D multiplayer game.

- Held the lead artist role, creating the environment in unity and 3D modeling objects in blender to populate it.
- Implemented unity's particle system to create environmental effects.

Varscent – a project where I was tasked to assist in making a virtual reality game to help identify dementia in its players and help create a scale for how far it had progressed.

- Held the lead artist role, designing the environment and creating 3D models for use in the game.
- Designed the environment with unity's terrain tool and created the assets in blender.

MNDR VR Game – a project where I assisted in making a virtual reality experience game for the musical artist MNDR.

- Created visual effects and programming player interaction with these effects in the game.
- Used unity's shader and VFX graph to create the effects and coded the interaction in C# in visual studio.

Employment

FedEx Ground (August 2019 – Current) – as a Quality Assurance operations admin.

- Collaborating on a team to finish tasks.
- Providing excellent customer service.
- Communication across multiple teams.