

Mason Miller

Gameplay Programmer
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PROFESSIONAL SUMMARY

Gameplay programming student specializing in C++ gameplay programming, engine systems, and software architecture. Experienced with Unreal Engine, RenderDoc, and graphics development tools. Passionate about building responsive and optimized gameplay systems through clean, maintainable code.

SKILLS

C/C++	DirectX	Git/GitHub
Unreal Engine 4/5	Vulkan	Perforce
Software Development	Gameplay Programming	RenderDoc

EXPERIENCE

Game Developer

January 2022 – Present

Oak Reserve Lane, Winter Park, FL 32792

- Developed multiple gameplay prototypes using Unreal Engine, focusing on modular C++ components and clear system architecture.
- Experimented with DirectX and Vulkan to understand GPU pipelines and debug rendering issues, helping teammates settle shader, geometry, and memory-management errors.
- Coordinated version control workflows using GitHub and Perforce, resolving complex merge conflicts between four team members and ensuring project stability.
- Designed gameplay interactions for destruction events, enemy behavior, and victory conditions, improving clarity and reliability of level scripting logic.
- Integrated gameplay triggers for destruction and player victory conditions in C++.
- Utilized RenderDoc and Unreal profiling tools to diagnose performance bottlenecks and incorrect draw calls; communicated findings to team and documented fixes to prevent repeated issues.
- Took initiative by organizing small debugging sessions and documenting technical lessons learned within Unreal Engine, and GitHub merging, improving team efficiency and communication throughout development cycle.
- Coursework included graphics programming, engine development, networking, software engineering, and gameplay systems.
- Collaborated with peers across disciplines on rapid development projects, strengthening communication and teamwork.
- Demonstrated consistent reliability through strong work ethic, punctuality, and effective time management in both solo and group assignments.

EDUCATION

Bachelor of Science in Game Development (B.S.)

November 2025

Full Sail University, Winter Park, FL