

**Mason Miller**  
Gameplay Programmer  
Winter Park, FL  
815-501-4030  
[masonlee.miller1@gmail.com](mailto:masonlee.miller1@gmail.com)  
[masonleemiller.com](http://masonleemiller.com)

## **PROFESSIONAL SUMMARY**

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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**

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C/C++  
Unreal Engine 4/5  
Software Development

DIRECTX  
Vulkan  
Gameplay Programming

Git/GitHub  
Perforce  
RenderDoc

## **EXPERIENCE**

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### **Game Developer**

Oak Reserve Lane, Winter Park, FL 32792

January 2022 – Present

- 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**

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**Bachelor of Science in Game Development (B.S.)**  
*Full Sail University, Winter Park, FL*

November 2025