

Mason Miller

Gameplay Programmer

Clare, IL

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PROFESSIONAL SUMMARY

Gameplay programmer 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++
Unreal Engine 4/5
RenderDoc
Visual Studio

Gameplay Programming
Blueprints
Git / GitHub
Trello

Software Development
Vulkan
Perforce
Jira / Confluence

EXPERIENCE

Gameplay Programmer: No Rest for the Wicked

September 2025 – November 2025

Full Sail University, Winter Park, Florida

- Implemented gameplay triggers and destruction-based interactions using C++ and Blueprints in Unreal Engine 5, enabling player interaction with dynamic environment objects.
- Managed team source control using Perforce, coordinating changes between teammates and documenting development progress in Confluence.
- Organized debugging sessions with three teammates to investigate gameplay system issues and improve iteration speed during development.
- Created and tested release builds and installers using Inno Setup, preparing production-ready builds for project submissions.
- Designed and implemented two playable levels in Unreal Engine, including layout blocking, collision setup, gameplay objects, and playtesting iteration.

Gameplay Programmer / Generalist Programmer: Madeline

July 2024 – July 2024

Full Sail University, Winter Park, Florida

- Developed player movement systems, collision handling, and physics-based gameplay interactions using C++.
- Utilized RenderDoc to capture and analyze frames, identifying incorrect draw calls and rendering performance bottlenecks.
- Communicated profiling findings to the team and documented fixes to prevent recurring rendering issues.
- Tracked development tasks and milestones for a four-person team using Trello, improving project visibility and accountability.

Generalist Programmer: Galleons of the Galaxy

May 2024 – May 2024

Full Sail University, Winter Park, Florida

- Implemented momentum-based player movement and combat mechanics using C++ within a custom DirectX 11 engine framework.
- Programmed enemy behavior systems including movement patterns and attack logic.
- Collaborated with three teammates using Trello and virtual meetings to coordinate development tasks and track progress.

Gameplay Programmer: The Game

August 2023 – August 2023

Full Sail University, Winter Park, Florida

- Implemented momentum-based player movement mechanics including wall jumping and stomp abilities in Unreal Engine 4 using C++.
- Built and tested three playable levels, integrating collision systems, enemies, and interactive gameplay objects such as weapons.
- Iterated on level layout and gameplay mechanics based on structured playtesting feedback.

EDUCATION

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

November 2025

Full Sail University, Winter Park, FL