

Jason Albee Miller

Game Developer / Technical Artist

Portfolio: tripclaw.artstation.com

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I am an experienced game developer offering a range of skills in 3d art, technical setup, UI and programming.

EXPERIENCE

Super Lucky Games (San Francisco, CA)

2013-2018

Unity Developer (Engineer/ Technical Artist)

- Developed mobile/social games in a common Unity project in a rapid-paced team environment.
- Responsible for look and feel of many game aspects including UI, animation, effects & layouts.
- Optimized & reduced the game size while pushing the visuals & raising the quality.
- Created systems for managing game art, screen orientations/aspect ratios, scene transitions, color themes, texture atlases, custom editor scripts & more.
- Gameplay & UI implementation for [Word Bound](#), [Word Search Addict](#), and our word game engine.
- Some of slots games available on Android/iOS/Facebook: [Slots Casino](#), [Hot Vegas Slots](#), [No Limit Slots](#), Shakespeare Slots, Slots Heaven, Bible Slots, Slots Romance, LilWayne Slots, Obama Slots, Slots Fairytale and many more.

The Young Socratics (San Mateo, CA / Remote)

2015-2017

Lead Unity Developer (Programmer / Technical Artist)

- Development of [Odyssey - The Story of Science](#), an educational first-person adventure-puzzle indie game.
- Project lead responsible for game development, art, code & technical setup.
- Worldbuilding, terrain, lighting, lookdev, puzzle implementation, optimization & more!

Freelance

2012-2013

Unity Developer / 3D Artist / Technical Artist

- Developed a series of [PC casino games](#) (7 unique slot games, video poker & roulette) for an Upwork client, entirely as a solo developer (art, code & support).
- 3D Artist and Technical Artist for Solvexx Virtual Lab Project
- Worked on a variety of Unity Projects from iPhone Games to Data Visualization Applications
- Earned an excellent Upwork freelance user rating from a number of satisfied clients

n-Space (Orlando, FL)

2003-2010

Lead Technical Artist

- Lead Technical Artist on Tron Evolution: Battle Grids (Wii) 2010
- Technical Artist on Hannah Montana: The Movie (Wii, Xbox 360, PS3) 2009
- Lead Technical Artist on Hue: Pixel Painter (Nintendo DS) 2008
- Lead Technical Artist on Star Wars: The Force Unleashed (Nintendo DS) 2008
- Lead Technical Artist on Call of Duty 4: Modern Warfare (Nintendo DS) 2007
- Lead Artist on Goldeneye: Rogue Agent (Nintendo DS) 2005
- Lead Artist / Designer / Worldbuilder / Scripter (Nintendo DS) 2006
- Worldbuilder on Geist (Gamecube) 2005
- Filled various roles for an unpublished Nintendo multiplayer FPS game

EDUCATION

Full Sail Real World Education (Orlando, FL)

2002

Computer Animation Associate of Science Degree

- Graduated as Salutatorian
- Advanced Achievement Award
- Character Design Course Director's Award
- Game Character and Scene Design Course Director's Award

SKILLS

Game Development:

- Experienced as a lead developer in in Unity in various project types.
- Experienced as a lead artist in a team environment
- Skilled in game design & prototyping
- Specializing in game look & feel

• Unity

• C#

- UnityScript
- UnityUI, NGUI
- Game Physics & Particles
- Shader graphs, Materials setup

- git, SVN

- ADB, logcat debugging

3D Art:

- Experienced as environment artist
- Level layouts, prototyping
- Modeling, texturing
- Lighting, lightmapping
- Texture baking, normal maps, decals, trimsheets

Art & Software Expertise:

• Houdini

• Blender

• Substance Designer / Painter

- 3D Coat
- Modo
- Maya
- 3dsmax
- Photoshop
- Krita

Technical Art:

- Creative Problem Solver
- Tools, Asset Pipeline, UI
- Enthusiastic & motivated to improve workflows & tools.
- Excellent communication with artists, designers, programmers & other humans.

Additional Skills:

- Python, Blender Addons
- Behavior Trees, FSMs
- XNA & Torque X
- MEL, MAXScript
- Blitz 3D
- HTML & Web Design

PORTFOLIO

Portfolio of my recent work at:

tripclaw.artstation.com

Some additional examples of my work at:

www.distortions.com

Linkedin:

www.linkedin.com/in/jasonalbeemiller/