

EDWARD MILLER

Software and Game Developer

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Software Engineer and Game Developer with an emphasis on back end.

SKILLS:	Languages	Tools	Skills
	C#/C++ Python Java	Unity Unreal Gamemaker TouchDesigner	SQL Scripting

EXPERIENCE:

Utah Art Alliance:

- Implemented TouchDesigner methodology at Utah Art Alliance for an art exhibition.
- Enhanced visitor engagement.
- Regularly shown to hundreds of attendees daily.

Neumont Game Studio

Neumont Collaborative Project

Developer | January 2024-March 2024.

- Contributed as a Developer to the Neumont Game Studio Collaborative Project,
- leading a team of five.
- Used Unity Engine and C# programming to create an engaging gaming experience.
- Successfully launched the project on Steam platform.

RELEVANT PROJECTS:

MicroQuest: Symphony of Challenges

Neumont Senior Capstone Project

- Independently developed "MicroQuest: Symphony of Challenges" for the Neumont Senior Capstone Project,
- Used Unity 2D editor.
- Spearheaded all aspects of the project.

EDUCATION:

2021 -2024 | Neumont College of Computer Science

Bachelor of Science - Software and Game Development