

# JUSTIN MILLER

GAME DESIGNER

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## About Me

I am a talented and creative game designer who is obsessed with developing fun, unique game mechanics for players. My level designs are steeped in 10 years of additional experience in the architecture profession; while the distinctive worlds, characters, and stories I create stem from a life of relentless use of my imagination.

## Work Experience

### Game Design Intern

Block Tackle Inc., San Francisco, CA (Remote) | Contract  
June 2022 – Present (6 months)

Under the Direction of Curtis Chiu (Producer) and Logan Sharp (Lead Game Designer)

- Partner with a cross-functional team of producers, designers, artists and engineers to prototype, implement, and iterate on game features
- Pitch new game systems, content, and feature improvements and determine scope for milestones
- Translate the vision into a Game Design Document which clearly and concisely communicates ideas to the rest of the team
- Research and analyze successful, comparable games in the industry to document and present findings to leadership
- Playtest and generate bug lists for quality assurance

### Key Achievements:

- *UI Implementation in Unity for SkateX Demo release*
- *Write Specifications for 15+ Skateboard Tricks implemented in SkateX Game*
- *Design and Prototype UX design of Deck Select, Trick Mixer, Avatar Menu pages for SkateX Game*
- *Design and Blockout of Skate Park Level for SkateX Game*

## Education

### Academy of Art University

Master of Arts

*Game and Interactive Media Design*

*\*Expected May 2023\**

### Clemson University

Master of Architecture

*Architecture and Health*

Bachelor of Arts

*Architecture (Major)*

*Italiano (Minor)*

## Skills

Analytical skills

Documentation writing

Level Design

UI/UX Design

Systems Design

Unity

C#

Maya

Unreal Engine

Verbal communication skills

## Work Experience (continued)

### Architectural Designer

Payette Architects Inc., Boston, MA | Full-Time

April 2016 –April 2021

- Design and drove the execution and implementation of the architectural vision on projects
- Manage multidisciplinary teams
- Lead and present vision at client meetings
- Produce promotional material for client marketing

#### Key Achievements:

- *Presented at the 2019 Healthcare Facilities Conference on Healthcare Imaging Projects*
  - *Named NextGen Healthcare Leader by Boston Society of Architects.*
  - *Young Designers Core Co-Chair (2 year term)*
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### Architectural Designer

Shepley Bulfinch, Boston, MA | Full-Time

April 2015 –April 2016

- Develop design concepts with project team
- Lead and present vision at client meetings
- Produce promotional material for client marketing

#### Key Achievements:

- *Design the floor plan for the inpatient floors for Boston Children's Hospital New Clinical Building (Concept Design to Construction Documents)*
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### Architectural Intern

HDR, Charlotte, NC | Part-Time

August 2013 – December 2015

- Develop design concepts with project team
- Produce Drawings of Typical Rooms
- Create presentations of architectural vision for client meetings

#### Key Achievements:

- *Develop Room Data Sheets for Hospital Typical Rooms on King Saud Bin Abdalaziz Medical City Project (Schematic Design to Design Development)*

## Awards

### Academy of Art University (AAU)

AAU Spring Show 2022 (May)

#### Winner Overall Best Design

Full Game: Wickhopper

#### Winner Game Design

Full Game: Wickhopper

#### Honorable Mention Game Design

Full Game: Inkwell

#### Honorable Mention Game Design

Game Mechanics: Nightmare Delivery

### Architecture Engineering Construction (AEC)

*Beyond AEC Hackathon 2020 (February)*

#### Most Impressive Use of Technology

Team Project: SolVR

*AEC Hackathon 2020 (January)*

#### Best Overall Project

Team Project: Treehouse Hacker

## Work Experience (continued)

### Researcher/Graphic Designer

Clemson University, Clemson, SC | Full-Time

May 2012 –August 2013

- Conduct post occupancy evaluations of medical care facilities under the direction of Dr. Dina Battisto
- Design Page Layouts for reports and books
- Graphic Design for marketing materials

#### *Key Achievements:*

- *Post Occupancy Evaluation for Fort Belvoir Community Hospital: Fort Belvoir, VA*
  - *Post Occupancy Evaluation for Village Family Medicine: Spartanburg, SC*
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### Architectural Intern

GMK + Associates, Columbia, SC | Summer

Summer 2010 & Summer 2011

- Produce and edit construction documents
- Visit the site to document construction progress

*Worked on the following projects* under the direction of Tom Weiland (Architect):

- SCE&G Nuclear Office Building, Jenkinsville, SC
- SC State Farmer's Market, Columbia, SC
- USC Jones Biology Lab, Columbia, SC