SAM MILLER

SUMMARY

From a young age I have had a passion for creating games and understanding all of the different components that go into creating a finished product. This led me to learning mutiple different programming languages such as C#, C++ and Pyhon which helped me throughout my journey to realise my dream of working on games professionally.

EDUCATION

BTEC, Creative Media Production (Games Development)

Access Creative College - Manchester

At Access, My Tutors were people who had experience working in the games industry, and they taught me a lot about the type of work you do when working professionally. Some of these things were, but not limited to:

- Writing up detailed Game Design Documents
- Working with both Unity and Unreal Engine
- Using Maya within a pipeline

GCSE, 07/2018

Holmes Chapel Comprehensive School - Holmes Chapel

Maths (6)
Computer Science (5)
Business (C)
Film Studies (C)
English (4)

GAME PROJECTS

Squadron 42 (Cloud Imperium Games)

While working at Cloud Imperium Games, I have acquired many new skills that have helped me work with industry standard software such as Maya, Parsec and Jira, along with giving me experience working with CryEngine. Working on such a large project has pushed me to advance my skills extreamly fast, and I hope to continue to learn and grow my skills within the industry.

Untitled VR Project (Personal)

I am currently working on a virtual reality RPG survival game in my spare time, using the Unity game engine with Steam VR and 3D procedural generation. It is currently in pre-alpha and I am working on creating a small demo with most of the core features implemented so I can show this project in more detail.

WORK HISTORY

PC Processor / Builder, 09 / 2021 - 09/2022
SDR (Secure Data Recycling), Chelford (UK)

Technical Support Engineer - 09/2022 - 02/2023
Lokulus, Alderley Edge (UK)

Technical Animator - 02/2023 - Current
Cloud Imperium Games, Manchester (UK)

References available upon request

PERSONAL INFO

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https://www.linkedin.com/in/sam-miller-0/

Website:
www.sammiller.info

SKILLS

C++
C#
Python
CryEngine
Unreal Engine
Rigging
Tools Programming
3D Modelling