

Benjamin Nourse Miller
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Online Portfolio: www.rhetoricsend.net

Objective To obtain a full-time position as a game designer

Education **CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA** **2008 – 2010**
Masters of Entertainment Technology - *Anticipated*

- A unique, specialized degree program in the interdisciplinary field of entertainment technology; a professional, terminal degree

UNIVERSITY OF VIRGINIA, Charlottesville, VA **2001 – 2005**

Bachelor of Arts: English major, Computer Science minor

Overall GPA: 3.44/4.00

Honors: Dean's List (6/8 semesters)

Additional Achievements:

- Designed and completed theses for two independent study courses (ENGL493, 494): *The Digitization of Literature* and *Videogames as an Art Form*
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Design Experience **PROJECT IDEV, Carnegie Mellon University** **Current**

Producer, Designer

- Creating innovative iPhone games on a four-person student-pitched project team over the course of 15 weeks

INSOMNIAC GAMES, Burbank, CA **May – Aug. 2009**

Designer

- Worked as a game design intern on an unannounced project during the end of the pre-production and the beginning of production phases of development

GAME DESIGN, Carnegie Mellon University **Spring 2009**

Designer

- Designed a variety of non-digital games for Jesse Schell's Game Design course

CHAUTAUQUA INTERACTIVE, Carnegie Mellon University **Spring 2009**

Co-Producer, Technical Designer

- Worked on a team of five to conceptualize, design, and produce an interactive theatre production of *Rashomon* in 15 weeks

FIRST IGDA INTERNATIONAL GAME JAM, Pittsburgh, PA **Feb. 2009**

Designer, Artist (textures, animation)

- Helped design *Balloon Man*, a 2D art-house game, with four individuals, in 48 hours

BUILDING VIRTUAL WORLDS, Carnegie Mellon University **Fall 2008**

Designer, Writer, Producer, Artist (textures, modeling, animation, effects)

- Worked in five different teams of four to create interactive virtual worlds in a rapid prototyping environment
- Producer or co-producer for four worlds and writer, co-writer, and designer for all virtual worlds. Worked as an artist in varying capacities for every project
- *Grumpy Gus*, the final project, was showcased as the finale for the annual Building Virtual Worlds show, held at Carnegie Mellon University

WILD POCKETS GAME JAM, Pittsburgh, PA **Fall 2008**

Designer, Producer, Artist (textures, modeling, animation)

- Organized a team of five to design a 3D physics-based shooting game for the Wild Pockets game engine in 24 hours
- Our game, *Electropocalypse*, was selected as the People's Choice Game Jam winner

DIGITAL MOVIE MAKING, University of Virginia **Aug. 2004 – May 2005**

Director, Writer, Producer, Artist (modeling, animation)

- Conceptualized, directed, and wrote five short CG movies as group projects for CS440 and ARCH444

COMPUTER GRAPHICS, *University of Virginia*
Designer, Programmer

Aug. 2003 – May 2005

- Main programmer and co-designer for a 2D remake of Defender. Coded the game in a team of two using C++ and OpenGL as the final project for CS445
- Programmer and designer for a 3D remake of Streets of Rage 2. Coded in C++ and OpenGL in a group of four as a semester-long project for CS446

Professional INSOMNIAC GAMES, *Burbank, CA*
Experience Game Design Intern

May – Aug. 2009

- Scripted combat encounters and other single player experiences using a proprietary toolset
- Co-designed, built, and iterated on the design of a level from the ground up
- Helped the design team brainstorm and design meta-level elements and systems for both the single player and multiplayer portions of the game

SCIENTIFIC SOFTWARE SOLUTIONS, INC., *Charlottesville, VA*
Educational Project Manager

2005 – 2008

- Guided the development, marketing, and sales for the *PedHeart* line of educational software applications for congenital heart disease
- Discussed and explained technical, medical, and design attributes of software products to IT workers, medical professionals, artists, and programmers
- Conceptualized and designed future online educational services and products
- Primary user interface designer for the *PedHeart* Encyclopedia software product
- Assisted in development and design for the rest of the educational product line
- Offered primary tech support for educational software applications
- Managed foreign language translation efforts for all educational products

Conference Planner and Lead Sales Associate

- Lead educational software salesman; helped raise educational software sales 150%
- Planned exhibits and attended conferences on congenital heart disease throughout the world

Webmaster

- Maintained and updated www.pedcath.com, www.pedheart.com, and www.magicgroup.org
- Scripted and debugged various online features in PHP and JavaScript

Educational Software Development

2004 – 2005

- Completed a variety of office duties including, but not limited to, shipping, database management, image editing, and limited webmaster responsibilities

UNIVERSITY OF VIRGINIA, *Charlottesville, VA*
Freelance Computer Graphics Artist

2005 – 2008

- Animated battle sequences in the Adventures of Cavman short CG films shown to thousands of people at home football and basketball games
- Cleaned and combined motion capture data with hand-keyed animation
- Created 3D models of ACC mascots

Technical Skills

Computer Applications: Xcode, Maya, MotionBuilder, Premiere, Photoshop, Illustrator, After Effects, Perforce, Subversion, MS Office, ACT!, Corel Draw
Programming Languages: XHTML, CSS, PHP
Some experience with: Objective C, Lua, C++, Cg, JavaScript, Max/MSP/Jitter, Shake

Personal

Eagle Scout; Avid lover of literature, theater, cinema – particularly Faulkner, Aeschylus, and Kurosawa; Videogame collector – currently own 21 different systems and over 300 videogames, all in working order; International Game Developers Association member; GDC 2009 Conference Associate