

Zak Miller

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I am a Games Technology graduate that specialises in programming. As a highly motivated individual with great communication skills I work well as part of a team and individually. My competitive nature causes me to be a highly ambitious person that works well under pressure, desiring to learn new things and constantly progress. I am looking for a challenging career in software development that encourages me to learn new skills and further develop my programming, communication, and problem solving abilities.



EDUCATION AND QUALIFICATIONS

2011-2014 Kingston University

BSc Game Technology and Programming

Predicted grade: First Class Honours

2009-2011 South Essex College

B-tech: Interactive Media

Grade: Triple Distinction

2003-2008 Castle View School

GCSE's: 11 at grade A*-C

Including 4 at grade A: Maths, Science, Additional Science, Statistics (optional GCSE)

SKILLS

Languages: C++, C#, Java, ActionScript 3.0, HTML

Software: Microsoft Visual Studios, Unity 3D, Adobe Suite: Flash, Premiere, Photoshop, After Effects, Adobe Air SDK, Nuke, Maya, Microsoft Packages packages, OpenGL, Irrlicht Engine, Sony PSP SDK

Development: Agile (with scrum), Waterfall

Other: Touch typing, Self Learning, Research, Communication, Events Organisation, Mathematics, Physics

EXPERIENCE

- As Social Secretary on the committee of Kingston University Mountaineering Club I had to constantly communicate with members to organised events and activities that satisfied everybody.
- Individually managed project using Unity 3D engine and C#. A visually impressive 3D game with procedurally generated and populated levels, 3 enemy AI types and player skill upgrades accompanied with aesthetic UI.
- Project with 5 members using unity 3D engine and C#: Janitor Game. I was the lead programmer and created advanced user interface, tutorial level, weapon information class, class inheritance and more. This was governed by agile methodology with scrum.

- OpenGL using Microsoft Visual Studios and C++. I created aesthetic scenes by coding particle systems and using OpenGL shaders to code realistic fragmented lighting.
- Sony SDK for PSP using C++. An individually managed project where I coded a time trial maze game with collision detection focusing on device efficiency. I coded an algorithm that stops hidden objects from being rendered (occlusion) to heightened efficiency.
- Project with 2 team members using Unity 3D engine with C#. We created a top down, third person, touch screen game with waves of enemies and exported it onto an Android device.

EMPLOYMENT HISTORY

2012 June – 2014 Feb McDonalds Crew Member

- Being area leader: Delegating tasks to ensure a safe and efficient kitchen.
- Work confidently and successfully under pressure in the busiest McDonalds restaurant in South-West UK.
- Fast friendly service on tills with successful upselling
- Training new staff in a clear, approachable and welcoming manner.
- Trained on all kitchen work stations

2011 June – Sept Adventure Island Ride Host

- Befriending customers, ensuring they have a great time and return.
- Safely operating rides.
- Cross selling, upselling and recommending other *Stockvale* owned facilities.

VOLUNTARY WORK

2013 March Surrey air ambulance

Fund raiser events including a group sponsored climb

2013 April Kingston river clean

As a team we cleared 20 trollies, 300 bottles and more from the Thames.

2014 February Mountain Rescue England & Wales

I helped organise many charity events to raise money for a Mountain Rescue organisation, including a sponsored climb, bake sale and collecting donations.

INTERESTS

I like to keep up to date on breaking edge technologies, both recreational and scientific.

I spend a lot of my spare time coding games or other applications often with new and self taught software or languages. This coder's way of thinking causes me to analyse the world around me (and existing software) contemplating how to recreate it using code.

Climbing is a huge interest of mine, I have climbed outdoors all over England and in 3 other European countries, I also regularly climb at an indoor centre where I have made a good circle of friends. This hobby also lends my interests to the mathematical side of climbing, including mechanical advantages which can be required for setting up rigs outdoors.

I admire professional Digital media, including animations and artwork. In my spare time I design posters and typography using Photoshop.