

Joseph Clay Miller

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josephclaymiller.github.io

EDUCATION

Rensselaer Polytechnic Institute, Troy, NY May 2009

- B.S. Games and Simulation Arts and Sciences

City College of San Francisco, San Francisco, CA December 2013

- Certificate of Accomplishment in iPhone App Programming

EXPERIENCE

CCSF, San Francisco, CA August 2018 – December 2019

Teaching Assistant

- Helped students learn to program and debug iPhone apps

MV Code Club, San Francisco, CA August 2015 – November 2015

Coding Instructor

- Taught programming and game development

WB Games, San Francisco, CA January 2015 – July 2015

Quality Assurance Tester

- QA for mobile games

CrowdStar, Burlingame, CA October 2014 – January 2015

Quality Assurance Tester

- Lead QA for 2 live mobile games

50 Cubes, San Francisco, CA June 2012 – Nov 2012

Mobile Quality Assurance Tester/ Associate Game Designer

- Lead QA for 2 published mobile games

Little Halo Games, San Francisco, CA August 2011 – June 2012

Mobile Game Developer

- Developer in team of 2 for 2 released mobile games

PROJECTS

Bubble Maze February 2015

- Developed and published a puzzle game called “Bubble Maze” for the iPhone and iPad that was featured on gottasolveit.blogspot.com

VOLUNTEER

MobileBridge, San Francisco, CA September 2014 – November 2015

Teaching Assistant

- Taught iOS programming to people underrepresented in tech