

# Joseph Clay Miller

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[josephclaymiller.github.io](http://josephclaymiller.github.io)

## EDUCATION

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**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

## TECHNICAL SKILLS

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Swift, Objective-C, C#, C++, Java, JavaScript, Python, Git, Unity

## EXPERIENCE

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**Freelance**, San Francisco, CA August 2011 – Present  
Game Developer  
• Developed and published a puzzle game called “Bubble Maze” for the iPhone and iPad that was featured on [gottasolveit.blogspot.com](http://gottasolveit.blogspot.com)  
• Developed a game called “Freedom” for Mac/PC you control with your body and play to reduce anxiety that was featured on [Leap Motion's blog](http://Leap Motion's blog)

**MV Code Club**, San Francisco, CA August 2015 – November 2015  
Coding Instructor  
• Taught advanced students to program games in Unity

**WB Games**, San Francisco, CA January 2015 – July 2015  
Quality Assurance Tester  
• Saved 2 hours of testing each week by automating 1 task

**CrowdStar**, San Francisco, CA October 2014 – January 2015  
Quality Assurance Tester  
• Wrote game content including item descriptions and character profiles

**50 Cubes**, San Francisco, CA June 2012 – Nov 2012  
Mobile Quality Assurance Tester/ Associate Game Designer  
• Led the mobile testing department  
• Was Lead QA for 2 released iPad games  
• Trained and supervised 2 quality assurance testers  
• Wrote game design documents for mobile games

**Little Halo Games**, San Francisco, CA August 2011 – June 2012  
Mobile Game Developer  
• Developer and technical artist in team of two for 2 released mobile games