

# Joseph Miller

josephclaymiller@gmail.com

## Education

### City College of San Francisco

December 2013

- Certificate in iPhone App Programming

### Rensselaer Polytechnic Institute

May 2009

- Bachelor of Science in Game and Simulation Arts & Sciences

## Experience

### QA Tester, WB Games San Francisco

January 2015 - Present

- QA tester for “DC Comics Legends”, an RPG game featuring DC superheroes.

### QA Tester, Crowdstar

October 2014 - January 2015

- Lead QA tester on “Fish with Attitude” and “Mermaid World”.
- QA tester for “Covet”, a fashion game, on Apple and Android devices.
- Wrote game content including item descriptions, character profiles, and announcements.

### Game Tester, PennyPop

August 2014

- QA tester for “Battle Camp”, a puzzle RPG game, on Apple and Android devices.

### Mobile Quality Assurance Tester, 50 Cubes

January 2012 - November 2012

- Spearheaded the mobile QA department.
- Lead QA tester for “Style Touch Preview” and “Fashion Tale”.
- Wrote and maintained test cases based on feature specs and bugs.
- Trained 2 quality assurance testers.

### Mobile Game Developer, Little Halo Games

August 2011 - June 2012

- Programmed levels, cut scenes, and mini-games for cross-platform mobile games.
- Designed and programmed game mechanics, creating fun and interactive experiences for children.
- Acted as technical artist successfully bridging the gap between the artists and the developers.

## Projects

### Bubble Maze

November 2012 – July 2013

- Developed a puzzle game and released for iOS and Android.
- <http://www.josephclaymiller.com/games/bubble-maze>

### Noah’s Ark

December 2012 – May 2012

- Developer in team of 2 for a children’s storybook with games released for iOS, Android, and Nook.
- <http://www.littlehalogames.com/>

### David & Goliath

February 2014

- Developer in team of 2 for a children’s storybook with games released for iOS, Android, and Nook.
- <http://www.littlehalogames.com/>