

GREG MILLER

SOFTWARE ENGINEER / 3D MODELER

- Been developing and 3D modeling for fun and professionally for 19 years
- My work has been featured on Fox News, Time Magazine, IGN, Gamespot, The Verge and more!
- International coverage for my (3D) Virtual Reality project, jerrysplacevr.com
- Was the cover story on the East Bay Express
- Once got to shake Steve Wozniak's hand!

EXPERIENCE

- 2020 - 2021 + **AT&T (via Blend360)**
Software Developer
2D/3D Unity3D engine development, making cyber security education games. Also includes 3D modeling and Texture making.
- 2019 - 2020 + **Unified Field**
Unity / Full Stack Developer
2D/3D Unity3D engine development making games for museum kiosks, including 3d animation of characters. Also museum kiosks with web based technologies.
- 2015 - 2019 + **YouVisit**
Unity / Full Stack Developer - Research & Development
2D/3D Unity3D engine development, fixing bugs and implementing features for the YouVisit website and platform. Working with C#, PHP, MySQL, Javascript, SASS, CSS, and HTML.
- 2014 - 2015 + **Google (via Adecco)**
3D Modeler / Image Editor
Photoreal product 3D modeling using Maya, and Blender.
3D scan touch-ups using Zbrush and Blender.
Product photo editing and blemish removal in Photoshop.
- 2012 - 2014 + **Hurricane Electric**
Server Maintenance / Tech Support
Web development, graphic design, engineering tools for internal use, server maintenance, cable runs, and customer support.

EDUCATION

- 2004 - 2009 + **San José State University**
Course of study: Computer Science / Digital Media Art
- 2012 + **Certifications**
W3 Web Certificaitons
HTML, JavaScript, CSS, PHP, jQuery, XML, ASP

CONTACT

PHONE

408 673-0404

EMAIL

gmills4reals@gmail.com

ADDRESS

Brooklyn, NY, USA
(Contact for details)

PORTFOLIO

www.gmiller.net

EXPERTISE

ENGINEERING

C#, Unity, CSS, HTML,
JavaScript, Sass, jQuery,
Python, PHP, MySQL, JSON,
Apache, Arduino, C++, Java

3D / 2D MEDIA

MAYA, ZBrush, Blender,
Photoshop, Illustrator,
Premiere, After Effects