GREG MILLER

SOFTWARE ENGINEER / 3D MODELER

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- Been developing and 3D modeling for fun and professionally for 25 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

2023 - 2025　＋ **Nike** (via Insight Global)
3D-Pipeline Software Developer

Developing custom in house 3D software using tools like Blender, Electron, ThreeJS, Vue3, NodeJS, Substance Painter, and others.

2020 - 2022　＋ **AT&T** (via Blend360)
Software Developer

2D/3D Unity3D engine developement, 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.

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

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(Contact for details)

PORTFOLIO

www.gmiller.net

EXPERTISE

ENGINEERING

NodeJS, Vue, Reat, R3F, Electron, C#, Unity, CSS, HTML, JavaScript, Sass, ThreeJS, Python, PHP, MySQL, MongoDB, JSON, Apache, Arduino, C++, Java

3D / 2D MEDIA
MAYA, ZBrush, Blender, Photoshop, Illustrator, DaVinci Resolve, Premiere, After Effects