GARRETT MILLER

Unity Developer | Game Programmer | C# / C++ Engineer

Breckenridge, Colorado | Remote opportunities | miller.garrett@gmail.com
github.com/GarrettCMiller | Gray Wolf portfolio

PROFILE

Game programmer with commercial studio experience and a long-running independent development practice. Background spans Unity/C#, C++/DirectX, gameplay, interfaces, tools, VR, and engine integration. Gray Wolf Interactive co-founder, with programming work on two Steam Early Access projects. Seeking remote Unity, gameplay, XR/VR, or interactive-software roles.

10+ years of Unity/C# and 20+ years of C++/DirectX practice, including independent work; commercial studio employment is listed separately below.

TECHNICAL SKILLS

Languages: C#, C++, C, ActionScript, XML
Game & interactive: Unity, DirectX, VR interaction, gameplay, UI, tools, procedural-system integration
Development: Visual Studio, Git, Perforce, debugging, third-party integration
Hardware & applications: .NET, Arduino, Raspberry Pi, sensor prototyping

EXPERIENCE

Co-founder & Programmer | Gray Wolf Interactive

Summit County, Colorado | November 2017 - Present

- Sole developer of Tommyknockers and The Skinwalker Investigations, two Unity games released in Early Access. Development is paused.
- Continuing Unity development through Trippendicular, creative tools, and planetary/terrain research. Project scope and implementation attribution are described on page 2.

Independent Unity Development

Conroe, Texas / Summit County, Colorado | 2011 - 2017

- Built prototypes and continued self-directed Unity/C# development alongside college coursework.

UI & Flash/Scaleform Programmer | NetDevil

Louisville, Colorado | October 2006 - June 2008

- Contributed during development of LEGO Universe and Jumpgate Evolution, implementing UI and engine-facing interface systems.
- Integrated Scaleform GFx into the LEGO Universe engine; developed XML-based UI anchoring and an ActionScript window/control framework, including level-editor UI.
- Implemented Anark UI for Jumpgate Evolution before its transition to Scaleform. Jumpgate Evolution was not released.

Contract Programmer | Amaze Entertainment

Austin, Texas | November 2005 - August 2006

- Worked on The Legend of Spyro: A New Beginning for Nintendo DS, a shipped commercial title. Implemented touchscreen interaction, object managers, fury attack, subtitles, save systems, and gameplay/support features.

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SELECTED PROJECTS & CONTRIBUTION SCOPE

Trippendicular | Creative Tools / Unity / C#

Active development

- Original visualizer concept and mathematical flow-field model, originating in a custom C++/DirectX framework and continued in Unity.
- Directs system and interaction design, integrates changes, and tests the Unity implementation. Current work includes reusable effects, configurable seeders, and runtime controls.
- Recent runtime UI, serialization, and related extensions include substantial AI-assisted implementation. Design direction, integration, and testing are Garrett's responsibilities; recent code is a combination of his work and AI assistance.

The Silence Between the Stars | Planet / Terrain Research

R&D; / prototype | Unity / C#, Space Graphics Toolkit, MapMagic 2

- Developing a science-fiction exploration concept and researching the integration of planet-scale and regional terrain workflows.
- Uses Space Graphics Toolkit for planetary foundations and MapMagic 2 for procedural terrain. Custom work focuses on research, integration, world-data experiments, and gameplay direction.
- Climate, hydrology, continents, and global streaming remain research areas. A complete custom planet engine or production-ready streaming system is not claimed.

Tommyknockers & The Skinwalker Investigations

Gray Wolf Interactive | Early Access / development paused

- Developed both Unity games, including VR interaction for The Skinwalker Investigations. Gray Wolf co-founder Avery provided occasional feedback.

Embedded & .NET Experiments | Gray Wolf Labs

Experimental prototypes | Arduino / Raspberry Pi / C# / .NET

- Hardware/software experiments combining sensors, control hardware, and application interfaces, including Coolmeleon and the PetGuardian concept.

EDUCATION

Associate's Degree, Game Design | Full Sail University
Winter Park, Florida | November 2003 - February 2005

Additional coursework: Lone Star College, March 2010 - July 2016; Arapahoe Community College, August 2008 - December 2009.

PORTFOLIO & PROFESSIONAL CREDITS

Project notes distinguish Garrett's individual contribution, third-party foundations, AI-assisted implementation, and each project's current stage. Professional development credits include LEGO Universe and Jumpgate Evolution at NetDevil; The Legend of Spyro: A New Beginning (Nintendo DS) is a shipped commercial title from his work at Amaze Entertainment.

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