

Matthew Miller

Senior Game Developer
Contractor / Consultant

Personal Info

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Portfolio

megamesdev.com/services

Deprecated portfolio

https://tinyurl.com/y84ua7n9

Software

Cocos2dx

7 years

Unity

3 years

Skills

C/C++

8 years

C#

3 years

Java

5 years

Agile Development Process

Problem Solving

Risk Management

Team Skills

Director of Engineering with over 7 years experience in the mobile game industry looking for remote opportunities. Oversaw the development of games from concept to final delivered product. Managed live operation of games with over 40m+ installs and 400-600k DAU. Adept in agile development, risk management, analytical analysis, team structures, and verification processes to deliver stable and successful games.

Experience

11/2014 -

Director of Engineering

10/2018

SpaceInch LLC

- Manage the agile software development processes for games in live operations and the development cycle.
- Games: Disco Bees, Skate, Pluck, and Make it Rain, 50k+ DAU.
- Lead in cross platform efforts: Android, iOS, Amazon, and Apple TV.
- Architected and design systems for common libraries, server communications, gameplay systems, and game specific features.
- Estimation of tasks, features, and sprints.
- Managed building framework, game configuration admin tools, and the testing framework.
- Managed code standards and code review protocols.
- Developed with C/C++ 14, Objective-C, C#, Java, Python, Bash. Cocos2dx, Unity, iOS, Android, Apple TV, ARKit, ARCore.

06/2014 -

Lead Software Engineer

11/2014

Dill Pixel

- Lead for an educational mobile game targeted towards K-5 reading/writing, developed in Cocos2dx.
- Designed gameplay mechanics around educational requirements.
- Responsible for game design, engineering, editor tools, and server communication systems on the client.
- Integrated Dynaspeak, letter, word, and sound recognition into gameplay systems.

08/2013 -

Lead Game Engineer

05/2014

Playfirst Inc

- Lead Engineer for all live games across iOS, Google Play, and Amazon including the flag ship title, Diner Dash.
- Games: 40m+ installs in 2013, 400k-600k DAU.
- Managed a small team of Engineers, set estimates and expectations for sprints, and helped manage risk for features.
- Improved the quality control process by minimizing code branches, introducing code reviews, and integrated sign-off checklists into the release process.
- Fixed various issues across core titles and integrated detection of bugs with Analytics, ANR reports, and crash logs.
- Modified Cocos2dx to be thread safe using std::atomics, added Cocos2dx background loading, and implemented slow motion sound effects/music on both iOS and Android.
- Developed client systems for ABTesting, Limited Time Events, Social Gifting/Invites and made improvements to the internal remote configuration system.
- Prototyped gameplay and core mechanic ideas for potential games.

09/2011 -

Dingle LLC

08/2013

Independent Game Developer

- Lead in story boarding, content creation, design, implementation, risk

Games

Diner Dash

Disco Bees

Make it Rain

management, and testing procedure of 2D mobile games on the iOS and Android platforms.

- Lead developer for the 2D interactive puzzle game, "Self Aware", where the player must regain control of their IOS device from a rouge AI. (4.5 /5 average rating).
- Lead developer for the 2D action/adventure game, "Beach Whale".
- Lead developer for the multi-massive social strategy game "Infection Friends" running an iOS client and a Unix remote server. Implemented with C/C++, OpenSSL for login authentication, AES-256bit encrypted game messages, and MySQL data storage system.

02/2010 -
09/2011

Software Engineer

The Boeing Company

- Involved in extensive server design and implementation using C/C++ in Linux/Unix for Hard real-time/POSIX real-time programming, thread-safe/reentrant functions, Unix networking APIs and inter-process communication.
- Developed high performance data transfer programs over a one-way fiber between servers implemented with advanced performance techniques.
- Created real-time cross-domain video streaming using FFMPEG libraries with KLV data verification.
- Led the effort in designing cross-domain email with data verification using Postfix and Mimetic libraries.
- Developed with GCC, GDB, Valgrind, GCOV, Google testing framework, Boost, FFMPEG, XML, Perl, and GIT version control.
- Top Secret Clearance

11/2008 -
08/2009

Software Engineer Intern

Schweitzer Engineering Laboratories

- Designed and implemented databases, conversion tools, and GUIs.
- Participated in coding, unit testing, and code reviews.
- Worked with Linux, Postgres databases, SQL, ODBC, Windows forms, and XML.

Education

12/2009

Washington State University at Pullman, Washington

- **Major GPA: 3.75, Overall GPA: 3.56**
- B.S. Computer Science
- Minor Mathematics

Additional Activities

- Developer of a 2D platformer in Unity featuring gravitational lensing and advanced shading techniques.
- Alumni ACM member and past International Collegiate Programming Contest competitor.
- Developer of Trucov, a C/C++ open source code coverage analysis tool.