

# Derek Miller

## Game Programmer

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## EXPERIENCE

### Godot Game Engine Developer

#### Jabali

📅 09/2024 - Present 📍 United States

<https://www.jabali.ai>

- Utilized Godot 4.2.1 to design and implement a custom Roguelite game engine, focusing on procedural generation and modular systems.
- Developed a HexGrid turn-based game engine using Godot 4.3, with optimized pathfinding and AI systems for tactical gameplay.
- Designed and implemented a JSON-based data structure to facilitate seamless integration between game logic and Machine Learning models, enhancing AI behavior and decision-making.

### Senior Metaverse Engineer

#### Solar Enterprises

📅 01/2024 - Present 📍 Sweden

<https://solarenterprises.com>

- Developed critical features such as Auction Land, Marketplace, and AI-driven NPCs.
- Integrated NPCs with OpenAI and Replica, enabling AI-driven voice interactions with players.
- Optimized in-game payment speed with SXP blockchain, reducing transaction time from 3 seconds to 0.001 seconds.
- Implemented Arena and Duel modes, allowing players to place bets on duels.
- Achieved \$200,000 in land sales through the Auction Land feature.

### Gameplay Engineer

#### RebelCars

📅 07/2022 - 04/2023 📍 United Kingdom

<https://rebelcars.io>

- Developed car driving mechanics and systems for upgrading and repairing vehicles.
- Implemented a career tutorial mode tailored for beginners.
- Enhanced the in-game weather system to improve realism and gameplay dynamics.

### Lead Unity Gameplay Engineer

#### Carrierverse

📅 11/2021 - 07/2022 📍 Singapore

<https://www.carrierverse.com>

- Led the development of the in-game card game SuperKola Tactics, overseeing its entire creation.
- Developed PvP and PvE battle modes, as well as diverse monster encounters.
- Implemented mechanics for creating a wide range of card combinations.
- Organized and managed in-game events, including party contests and NFT item collection events.
- Developed social interaction features, including real-time chat, voice chat, and video chat capabilities.

### Senior Unity Game Engineer

#### ICICB Group

📅 10/2019 - 11/2021 📍 Dubai

<https://www.icicb.group>

- Led the enhancement of the in-game banking system, addressing in-game inflation by creating a financial system integrated with crypto token payments, safeguarding \$2 million from potential losses.
- Integrated blockchain NFTs and tokens into the game using Netherium, enhancing the game's economic ecosystem.
- Implemented core gameplay features, including Quest, Inventory management, and Experience Level Up systems.
- Implemented Land-Selling System and hit 0.3M\$ first month
- Developed the Duel feature and designed Arena logic to strengthen competitive gameplay.

## SUMMARY

I am a game programmer with 10 years of experience, specializing in **Unity** and **Godot**. I've worked extensively on crypto **metaverse** projects, **indie**, and **mobile** games, with a focus on core **gameplay mechanics** and **economic systems**. I have significant expertise in real-time multiplayer **networking**, handling large-scale projects with over 2,000 moving objects using **Photon** PUN, Fusion, Quantum, **PlayFab**, and **Colyseus**.

Currently, I'm building a game engine in **Godot** that integrates **AI**, **Machine Learning**, and **Deep Learning** to allow AI to generate innovative game content. I'm passionate about the future of AI in gaming and eager to connect with others in this space.

## SKILLS

<u>C</u>	<u>C++</u>	<u>C#</u>	<u>Lua</u>	<u>Osiris</u>	<u>Java</u>
<u>Osiris</u>	<u>Python</u>	<u>Javascript</u>	<u>Typescript</u>		
<u>HTML</u>	<u>CSS</u>				
<u>Unity</u>	<u>Godot</u>	<u>Roblox</u>	<u>Minetest</u>		
<u>Cocos2d</u>	<u>Gamemaker</u>	<u>Divinity</u>			
<u>CryEngine</u>					
<u>Photon</u>	<u>Mirror</u>	<u>PlayFab</u>	<u>Netcode</u>		
<u>EOS</u>	<u>Steamworks</u>	<u>GameSparks</u>			
<u>Socket.IO</u>	<u>Firebase</u>	<u>Readyplayerme</u>			
<u>replica</u>	<u>Colyseus</u>	<u>FishNet</u>			
<u>Thirdweb</u>	<u>Netherium</u>	<u>Tezos</u>	<u>Enjin</u>		
<u>Moralis</u>	<u>Hive</u>	<u>Elysium</u>			
<u>Metaverse</u>	<u>Action</u>	<u>RPG</u>	<u>FPS</u>		
<u>Strategy</u>	<u>Sports</u>	<u>Racing</u>	<u>Puzzle</u>		
<u>Fighting</u>	<u>Survival</u>	<u>MOBA</u>	<u>MMORPG</u>		
<u>Roguelite</u>	<u>Turn-Based</u>				

## LANGUAGES

English

Native



## EXPERIENCE

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### Unity Game Engineer

#### Deepspace

📅 09/2018 - 10/2019 📍 United States

🔗 <https://deepspace.game>

- Developed AI for enemy space mobs, spaceship battle logic, and spaceship upgrade systems.
  - Implemented network infrastructure using Photon to enable real-time synchronization for over 2,000 moving objects.
  - Enhanced blockchain integration for managing NFTs and tokens in-game using Nethereum.
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### Gameplay Engineer

#### Larian Studios

📅 06/2016 - 08/2018 📍 Spain

🔗 <https://larian.com/>

- Contributed to RPG game development using the Divinity Engine and Osiris scripting language.
- Collaborated closely with Senior Engineers in a Junior Developer role.
- Upgraded legacy features in the Divinity game to incorporate new functionalities.

## EDUCATION

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### Master's Degree in Computer Science

#### Queen's University