

# H. S. Milenkovic

Portfolio: <http://snuffysam.com>

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## Education:

- Master of Fine Arts (MFA), Interactive Media, University of Miami
- Bachelor of Science (B.S.), Computer Science with a focus on game programming, University of Miami

## Skills:

- Unity
- Unreal Engine 4 (UE4) / Blueprints
- Mixed Reality / Augmented Reality / XR / AR
- Blender
- Maya
- Adobe Photoshop
- Adobe Illustrator
- GameSalad
- Construct 2 & Construct 3
- Game Maker / Game Maker Studio
- Java
- C#
- Adobe Premiere
- Logic Pro X
- Audacity
- LibreOffice
- Google Docs

## Projects:

### Ghost Ring

- Type: Game
- Team Size: 1
- Engine: Unity

- Platform: Magic Leap One
- Mixed Reality / Augmented Reality / XR / AR
- Arcade Shooter Game / FPS / First Person Shooter
- Gameplay focuses on a floating ring, so that players don't get distracted by ML1's limited field of view

## Super Galaxy Knights Deluxe R

- Type: Comic / Webcomic / Graphic Novel / Animation
- Team Size: 1
- Software: Blender, Adobe Photoshop, Python
- Platform: Web
- Action / Comedy / Fantasy / Sci-Fi / Romance
- Designed 3D environments
- Designed 3D characters
- Designed 3D props
- Programmed 3D shader
- Wrote story with multiple arcs and over 100 interconnected characters

## Coral Guardian'

- Type: Game
- Team Size: 5
- Engine: Unity
- Platform: Magic Leap One
- Mixed Reality / Augmented Reality / XR / AR
- Game focuses on picking up trash underwater
- Designed gameplay for falling trash to balance between realism and fun

## Super Galaxy Knights : Starstuff Stories

- Type: Short Story
- Team Size: 1
- Software: LibreOffice
- Platform: Web
- Action / Comedy / Fantasy / Sci-Fi / Romance
- Developed characters
- Developed world
- Wrote multiple short stories

## Galaxy Knights: Super Target Striker

- Type: Game
- Team Size: 1

- Engine: Unity
- Platform: Web
- FPS / First Person Shooter
- 3D Level Design
- Enemy Pattern Design

## SMS Tutor

- Type: Game
- Team Size: 1
- Engine: GameSalad
- Platform: Web
- Alternate Control Game
- Typing game themed around pre-touchscreen texting
- Built a custom controller to fit with the gameplay

## The Adventures of Detective Sleuth

- Type: Game
- Team Size: 1
- Engine: Twine
- Platform: Web
- Narrative Game
- Comedy / Mystery
- Wrote a demo for a comedic detective game
- The player has to make wrong choices to progress

## Future Chaos Alpha : Limit Without Time

- Type: Game
- Team Size: 1
- Engine: Unity
- Platform: Web
- Narrative Game / RPG
- Comedy / Fantasy
- Programmed a demo for a comedy RPG
- Story is told from perspective of minor villains in a stereotypical fantasy RPG

## The U Experience

- Type: Virtual Tour
- Team Size: 30-50
- Engine: Unity
- Platform: Magic Leap One

- Mixed Reality / Augmented Reality / XR / AR
- Designed UI
- Programmed interactions

## Work Experience

### Application Developer - Internship (May 2019 - August 2019)

- Employer: University of Miami
- Engine: Unity
- Platform: Magic Leap One
- Application was to act as a virtual tour for the school

### Teaching Assistant - Internship (January 2018 - May 2018)

- Employer: University of Miami
- Graded student assignments
- Helped with student projects
- Engine: Unity

### Game Programmer - Internship (May 2016 - August 2016)

- Employer: Time4Learning
- Ported games from Flash to HTML5
- Engine: Construct 2

### Game Designer - Internship (May 2015 - August 2015)

- Employer: Time4Learning
- Created mockups of new educational games
- Software: Adobe Photoshop

### Programmer - Internship (June 2014 - August 2014)

- Employer: Time4Learning
- Created an algorithm to separate words by phoneme
- Was awarded a patent (United States Patent No. 10,387,543)
- Language: Java
- IDE: Eclipse