

# H. S. Milenkovic

Portfolio: <http://snuffysam.com/gamedesign>

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## Objective:

Game design position with a focus on unique gameplay/control systems and narrative centric gameplay.

## 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
- GameSalad
- Construct 2 & Construct 3
- Game Maker / Game Maker Studio
- Java
- C#
- Blender
- Adobe Photoshop
- Adobe Premiere
- Logic Pro X
- Audacity

## Projects:

### Ghost Ring

- 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

### Coral Guardian'

- 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

### SMS Tutor

- 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

### Galaxy Knights: Super Target Striker

- Team Size: 1
- Engine: Unity
- Platform: Web
- FPS / First Person Shooter
- 3D Level Design
- Enemy Pattern Design

## 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