

Jeff Mills

Developer

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Summary

Specialties:

- * Game scripting. Unity (C#) and Unreal Script.
- * User Interface. Unity NGUI, Flash and Actionscript.
- * C++ / C# game system programming.
- * JIRA/Confluence, Microsoft Project and Excel.
- * Document preparation and polish in Microsoft Word.
- * Environment art using 3DStudio Max.

Shipped Titles:

- TMNT: Out of the Shadows (Xbox360, PS3)
 - Elenints (iOS, Android)
 - Inertia: Escape Velocity (iOS, Android)
 - Star Wars: The Force Unleashed II (Wii)
 - Thor (Wii)
 - Cook or Be Cooked (Wii)
 - Ghostbusters: The Videogame (Wii)
 - Mushroom Men (Wii)
 - Spy Hunter: Nowhere To Run (Xbox, PS2)
 - Aeon Flux (Xbox, PS2)
 - BloodRayne 2 (Xbox, PS2)
 - BloodRayne (Xbox, PS2)
 - Blair Witch Volume I: (PC)
 - Nocturne (PC)
 - Return to Krondor (PC)
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Experience

President at Pushed Pixels Media Inc

January 2015 - Present (7 months)

Freelance game design.

Developer / Co-founder at Red Fly Studio

January 2007 - December 2014 (8 years)

Co-founded Red Fly Studio.

Prototyped gameplay elements for most Red Fly Studio titles.

UX design and programming for TMNT: Out of the Shadows (Xbox360, PS3)

Created, designed and programmed Elenints (iOS, Android)

Designed levels for Inertia: Escape Velocity (iOS, Android).

Designed game systems and levels for Thor (Wii).

Designed and implemented game systems for Cook or Be Cooked (Wii).

Designed levels and systems for Ghostbusters: The Videogame (Wii).

Lead development of Mushroom Men (Wii).

Project Manager at Terminal Reality

January 1999 - December 2006 (8 years)

Led team in development of several AAA titles. Scripted much of the gameplay for those titles.

Producer at Terminal Reality

January 1999 - January 2004 (5 years 1 month)

Scripted, designed and oversaw production of Nocturne, Blair Witch Vol. 1 and BloodRayne.

Technical Director at PyroTechnix

December 1997 - November 1998 (1 year)

Oversaw transition of art assets from 7th Level to PyroTechnix when Return to Krondor development switched hands. Scripted several levels.

Technical Director at 7th Level

March 1997 - December 1997 (10 months)

Oversaw technical development of all art for Return to Krondor. Maintained schedule for team of 18 artists.
Worked with programmers to ensure smooth art->code pipeline.

Database Engineer at Paradigm Simulation Inc.

1996 - 1997 (1 year)

Used art tools to construct environments for various flight simulations.