

# Milton Jones

Video Game and Mobile Application Developer

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## Summary

I am a Unity specialist who has worked with the engine for over 10 years. I have developed and published two finished games with the Unity engine and helped develop several mobile applications. I am able to work in teams or on my own. I am goal oriented, self-motivated, highly focused and have exceptional skills in self and time management.

## Experience

**Lead Programmer** Pandemonium Interactive, Laval QC, April 2016 - Current

Currently Leading the Development of a 3d Sidescroller Metroidvania game titled Aggronauts, I handle all aspects of programming including gameplay features as well as engine tool development. I also assist with game design, character rigging, and 3D modeling as needed.

**Game Developer** Self Employed Freelancer, Atlanta Ga, April 2016 - Current

As a Game Developer I have assisted in the creation and publication of several mobile games of various genre's but primarily focused on casual and hyper casual genres.

**App Developer** Pulse Wave Labs, Atlanta Ga October 2015 - April 2016

Programmed applications for IOS from beginning to end. Upkept apps while in production until release. Used Unity 5 and all relative systems therein to produce the best possible product on the tightest possible schedule.

**Game Developer**, Puzzles by Joe, Spring 2015 - Fall 2015

Helped Program games for resale on online gaming sites. Followed guidelines to release high quality games to specifications under supervision of lead programmer and company owner.

**Student Tutor**, EDMC, Roswell Ga, Summer 2014 - Fall 2015

Guided students in finishing assignments in Visual and Game Programming majors. Assisted with several programs and languages including: C++, C#, Autodesk Maya, Pixologic Zbrush, and Adobe Photoshop. 2013-2015

## Skills

Unity Engine	Unreal Engine 4
C++/C#	Html/CSS
Autodesk Maya	Adobe Photoshop
Character Rigging	VR/AR
IOS/Android	

## Education

**Bachelor, Visual & Game Programming, Art Institutes of Atlanta**, Dunwoody GA 2012-2015  
3.75 GPA, Perfect Attendance, Valedictorian

## Affiliations

International Game Developers Association 2015-Current  
Georgia Game Developers Association 2013-Current  
Advancement of Women in Gaming 2015-Current