William Miles

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EXPERIENCE

Boltz Entertainment   **Oveido, FL**
Senior Software Engineer   07/2024 – Present
- Program Write Warz, a two time Dreamhack Audience Choice Award winning multiplayer writing game.
- Implement scalable systems in C# and Unity Engine, with a focus on object oriented design patterns.
  - Designed a highly flexible Large Language Model integration system with efficiencies that reduced out of the box inference time by over 50%.
  - Refined class structure in character ability system to remove 100s of lines of redundant code.
- Work and collaborate closely with a team of 10 using Git for version control and Microsoft Teams.
- Allocate and track work for the team, increasing efficiency by leveraging tasks and automation in Trello.
  - Manage a team of 5 interns by providing consistent training, information, and performance reviews.
- Continue fixing user issues following the release of Write Warz into Early Access in March 2025.

builds.games   **Orlando, FL**
Founder and Game Developer   Founded 01/2020
- Developed and delivered over 20 games available on my itch.io page with 95% positive reviews.
- Created, marketed, and released Hearth's Light Potion Shop, in the first half of 2023.
  - Developed a designer-friendly and deeply polymorphic ingredient system with over 60 ingredients.
  - Garnered over 1000 sales in the first year with a $0 marketing budget.
- Crafted an expansive multiplayer dungeon crawler Shield to Shield from 2020 to 2022.
  - Leveraged Mirror's networking package to provide robust and failsafe peer-to-peer multiplayer.
  - Created a recursive player ability system using the observer pattern with over 100 unique abilities.
- Designed and Programmed Well-Planned Space Train Heists, a co-op space strategy game, in March 2025.
  - Constructed an experience exclusively for mobile phones utilizing gyroscope and touch controls.
  - Devised a multiplayer experience without networking using map seeds and realtime synchronization.
- Led a team to create Experiments in Magic, a physics-based casual magic simulator, in early 2025.
  - Engineered a neural net to intuitively convert user placed glyphs to unique spells.
- Developed The Scales of Sauthvia, a retro arcade roguelike game in summer 2024.
  - Built enemy designs and movement patterns with Unity's spline system and a layered AI controller.

Scale AI   **Orlando, FL**
Contract AI Coding Expert   04/2024 – 12/2024
- Reviewed and rewrote code written by large language models in C#, Python, Java, JavaScript, and C.

GameU   **Orlando, FL**
Game Design Instructor   11/2023 – 04/2024
- Taught classes of 1-3 children and individuals with special needs all facets of game design, including 3D modeling, 2D art, coding, and game engines, with a focus on Unity Engine, Blender, and Construct 3.

Software Engineer, Combs Greene (Law Firm), Jacksonville, FL   01/2020 – 12/2022
Wilderness Survival Guide, Cornell Outdoor Education, Ithaca, NY   01/2017 – 03/2020

EDUCATION

Cornell University   **Ithaca, NY**
Bachelor of Engineering in Computer Science, Minor in Game Design   Graduated 12/2019

SKILLS

Programming Languages: C#, Python, PHP, Javascript, Java, C++, HTML, CSS
Programs: Unity Engine, Visual Studio, Git, Trello, ASP.NET, Blender, Krita
Principles: Networking, Mobile Development, Object-Oriented Design Patterns, Large Language Models