

# William Miles

will@builds.games | Portfolio: [builds.games/will](https://builds.games/will) | [github.com/WillyBMiles](https://github.com/WillyBMiles)

## EXPERIENCE

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### 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

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### Cornell University

Ithaca, NY

Bachelor of Engineering in Computer Science, Minor in Game Design

Graduated 12/2019

## SKILLS

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**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