

William Miles

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EXPERIENCE

Boltz Entertainment

Senior Software Engineer

Oviedo, FL

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

Founder and Game Developer

Orlando, FL

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