

Ryan Miller: CV

ryanmiller.ca

Games and Interactive

Title	Platform	Date	Role(s)
Madballs in Babo Invasion	XBLA, PC	2008	3D Artist
Avayalive Engage	PC	2008	3D Art, Level Design
World to Conquer	iOS	2011	Pixel Artist
Krog	iOS / Android / PC	2012	All
The Great Martian War	iOS / Android	2013	Code, UI
Susanna Moodie: Roughing it in the bush	iOS	2014	Code, UI, Asset Pipeline
Winston Steinburger and the Distractor Beam	iOS / Android	2015	Code, Asset Pipeline
Ridonculus Race- 'Donculus Dash	iOS / Android / Web	2015	Code
Fangbone: The Billbarians	iOS / Android	2015	Asset Pipeline
Snowball Kids	iOS / Android / WP8	2015	All
Insidious VR Experience	VR / PC / Cardboard	2015	3D Artist
Canada Wildlife Federation: Great Turtle Race	Web	2016	All
Spilltender	Web / Android	2016	Code, Game Design
World of Peppa Pig	iOS / Android	2017	Asset Pipeline
Blasters of the Universe	VR / PS4 / PC	2017	3D Artist
Terracosc	iOS	2018	Code, Game Design
ReBlink	iOS / Android	2018	Code, Asset Pipeline
Fossil Hunters	Nintendo Switch / Xbox One / PS4 / PC	2018	All Technical
Pitfall Planet	Nintendo Switch	2018	Performance Optimization
Speax: French	iOS	2019	Code, Asset Pipeline
Novi (unreleased)	iOS / Android	2019	Code, Game Design
Card Story (unreleased)	iOS / Android	2019	Asset Pipeline
The Other: Eye of the Beholder (unreleased)	VR / PC	2019	All
Turf Dynasty	iOS / Android	2020	Performance Optimization
Fire Tonight (in development)	PC	2020	All

Animation

Title	Format	Date	Role(s)
Gerald McBoing Boing Season 2	Broadcast Television	2007	Compositor
Weird Years Season 1	Broadcast Television	2007	Compositor
Wayside	Broadcast Television	2007	Compositor
The World of Quest	Broadcast Television	2007	Compositor
Fish Hooks	Broadcast Television	2008	Compositor
Stella and Sam	Broadcast Television	2008	Compositor, Background Painter
Jake and the Neverland Pirates	Broadcast Television	2008	Compositor, Background Painter