

# Ryan Miller: Resume

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## Mission Statement

Ryan is a game developer who works with people, art and code. He's a Certified Unity Expert who since 2007 has worked on many games and interactive projects. He's passionate about leading small teams to do their best work and create amazing things.

## Experience (abridged)

2020-Present      Principal Investigator      Durham College

Principal Investigator for the Mixed Reality Capture Studio (MRC Studio) under the Office of Applied Research, Innovation & Entrepreneurship.

- Build relationships with industry partners, find opportunities, scope work and plan projects.
- Leverage Game Industry tech to drive innovation (Unity3D, Unreal, Motion Capture, and XR).
- Coach/Mentor work study students, research assistants and associates

2015-2020      Technical Director      Reptoid Games

- Responsible for all Game Programming, 3D Graphics, and Technology.
- Involved in Game Design, Project Management, Business Management, Hiring and Training.
- Shipped the award winning "Fossil Hunters" game on modern consoles and PCs.
- Lead several client projects to build Games and Interactive works for PC, Mobile, and Consoles.

2012-2015      College Professor      Durham College

- Part-Time / Sessional Professor in Game Art and Animation.
- Taught courses in Modelling, Surfacing, Digital Painting, Design, and Programming.
- Designed and updated Course Outlines to keep up with industry standards.

2010-2015      Freelance Game Services      Conjured Graphics

- Worked on contract basis for projects from companies such as Secret Location, the Canada Wildlife Federation, the Government of Canada, Xenophile Media, Avaya, and more.
- Small to medium size projects, offering Project Management, Coding, Design, and 3D Art.

2008-2009      Lead 3D Artist      bitHeads

- Lead 3D Artist and Level Designer, building content for an online multiplayer business conferencing tool called "Avayalive Engage", built with Unreal Engine 2004.
- Responsible for creating attractive and performant Unreal environments from concept material.

2007-2008      Digital Composer      Mercury Filmworks

- Implemented effects such as glows, blurs, color correction, and VFX for half a dozen children's cartoons using Toom Boom Harmony, After Effects and Blackmagic Fusion.

# Achievements

## Nominee: Durham College Researcher of Excellence Award (2021)

The Researcher of Excellence award highlights individuals that demonstrate excellence in Research and Innovation, Leadership, Mentorship and Talent Development, and Impact. Ryan has been nominated (2021) for his contributions to the Mixed Reality Capture Studio.

*Note: This year's winner has not been announced yet.*

## Technical Director / Lead Developer: Fire Tonight (2021)

Fire Tonight is a narrative puzzle game about two people trying to find their way back together in a city on fire. It launched in 2021 on Steam and Nintendo Switch. Ryan was the lead developer, project manager, and art team manager. <https://www.firetonight.com/>

## Unity Certified Expert Programmer (2020)

Earners of the Unity Certified Expert: Programmer badge are highly technical and logically oriented professionals who implement assets created by Technical and General 3D Artists and add their scripts to make the Game Design Document (GDD) come to life. <https://www.credly.com/badges/94a58e4c-1eac-4275-8bd1-d70193fe0fed>

## Technical Director / Lead Developer: Fossil Hunters (2018)

Fossil Hunters is a casual action-adventure game about digging for fossils and building your own dinosaurs. It launched in 2018 on Steam, Uplay, Nintendo Switch, Xbox One, and PS4. Ryan was the technical director, co-game designer, and lead developer. <https://fossilhuntersgame.com/>

## Grand Prize Winner: Ubisoft Indie Series (2017)

Ryan and his then business-partner Simon Paquette won the first ever Indie Series for their game "Fossil Hunters" which went on to release on PC, Mac, Switch, Xbox One, and PS4.

## Successful Kickstarter Campaign: Fossil Hunters (2017)

Designed funding campaign and successfully met a funding goal of \$35,000 for his game "Fossil Hunters" <https://www.kickstarter.com/projects/reptoidgames/fossil-hunters>

## Ontario Creates Grant Recipient: Fossil Hunters (2016)

Successful Recipient of ONCreates Production Fund (granted \$136,307.00)

## Ontario Creates Grant Recipient: Barbarian Head Hunter (2015)

Successful Recipient of ONCreates Concept Definition Fund (granted \$21,887.50)

## Durham College Animation Arts: Advanced Diploma (2007)

Graduate of Computer Animation Arts. Recipient of Highest Ranking Graduate (2007) Durham College Award (2006) and Durham College Award (2005). Honor Roll.

**More information is available on [ryanmiller.ca](http://ryanmiller.ca), including a full list of [digital media credits](#).**

# Testimonials

## **Vibha Tyagi**, Manager of Applied Research Partnerships at Durham College

*Ryan has proven himself a crucial leader of the MRC Studio team over the last year as team members have more than tripled. Ryan single-handedly expanded the MRC Studio partnership base into interactive game and entertainment sectors, forging relationships with 8 new business, with more in various stages of development. He has recruited and doubled the number of new PI's for the studio, identifying need for new skillsets in house, and has managed more than a dozen student RA's and Research Associates. To manage effectively, Ryan has been instrumental in piloting several remote, collaborative project management platforms and refined all aspects of our onboarding processes for new business partners and researchers alike. Data gathering templates have been developed with his guidance to make research documents effective and keep projects on task and on time. He brings a positive and constructive voice to leadership, resulting in projects which have not only delivered on time, but have exceeded client expectations at every turn.*

## **Gary Chapple**, Animation Program Coordinator at Durham College

*I have known Ryan Miller since 2004, when he was a student of mine, right up until now, as a faculty member at Durham College. I have always found Ryan to be a leader, to be adaptable, open to suggestions, and very positive with whatever he is involved with, a good team player. He has always been very thorough and detail-oriented. I have confidence when Ryan sets out to do something it will be done, and done well. And Ryan is always up-to-date with the latest trends & technology in this field. As a teacher, Ryan is respected and liked by students and other faculty. I have no hesitation in recommending Ryan for any position he might seek.*

## **Alex Mayhew**, Augmented Reality Director at Impossible Things

*Having worked as a creative director in interactive media, transmedia and game design for over 20 years, I have collaborated with many different developers and programmers. As a result I can confidently say that Ryan is a very rare and special breed. Not only is Ryan an impressive coder, but he has a background in animation which is a huge advantage when it comes to developing visually rich interactive properties. This ability to deeply integrate high levels of functionality into complex visual and animation systems is so very welcome and so outside of the norm. Professionally, he is a real delight to work with. He is very easy to get on with, listens and is very respectful of other peoples opinions. He is a 'can do' developer bringing a positive attitude to any task and always full of creative solutions, I can not express how refreshing this is. He take deadlines very seriously, and he REALLY cares about the work he is doing putting his all into it. It is never about delivering the minimum requirement as I have seen so many times before. Ryan always delvers with refinement and attention to detail. He always pushing the quality of the work making sure it reaches it's full potential. I am so impressed by Ryan, I really can not recommend him enough.*

## **Christoffer Pedersen**, Character Rigging Supervisor at Walt Disney Animation Studios

*Ryan is always eager to learn new skills as well as share with colleges. He has a wide skill set, and brings a high level of dedication to his endeavors. His "can do" attitude combined with this strong knowledge base makes his a good leader.*

## **Arn Hyndman**, Cloud Foundation Services at IBM Canada

*It has been a pleasure to work with Ryan - he is easy going and yet always professional. Most importantly, the work he has produced created that rare "wow - totally exceeded my expectations" reaction. I would be happy to work with Ryan again... anytime.*