

JAY MILES



 @Yarheeguy

 Jay Miles
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Profile:

A BA Games Story Development graduate and published writer eager to create exciting stories and utilise expertise as a Narrative Designer. Highly technical, innovative, and passionate about expressing fascinating concepts and creating immersed experiences through mediums.

Key Skills:

- Narrative writing
- Pre-production planning
- Character design
- 2D digital art
- Unity

- C#
- Video editing
- Team Cooperation
- Communication
- Pencil sketching

Project Experience:

See Only Evil: Rebecca's Origins - Solo Developer

September 2022 – June 2024

- Narrative-driven.
- Cutscene interactions.
- Worldbuilding.

Clean Deck - Team Member

January 2025 - February 2025

- Made 2D animated art.
- Created a game trailer.
- Made in 1 month.

When I'm Gone... - Solo developer

January 2022 – May 2022

- Level design.
- Narrative.
- Asset design.

A Stressful Day - Team Member

March 2024

- Collaboration with team member for dialogue.
- Made 2D art assets.
- Made in 48 hours.

Project Smile – solo developer

June 2025 – Present

- Ongoing development.
- Real-time Cutscenes.
- In-game Storyboarding.

Solar-Powered Heart - Solo Developer

April 2025 – May 2025

- Researched and brainstorm ideas of an unfamiliar genre.

Key Achievements:

GDLX 2024 - Indie Games Expo | Game Dev Local

See Only Evil: Rebecca's Origins – Game Showcasing – August 2024

- Set up and presented *See Only Evil* during the event.
- Hired a volunteer to assist for the event.

Global Game Jam | Goldsmiths, University of London

S.U.C.K – January 2024, Bliss – January 2025

Game Lab | Aesthetica Short Film Festival

See Only Evil - Official Game Selection – November 2023

- Attended the event at York.

Games and Animation Student Award | University of East London

Award for 'Best Narrative' – June 2023

2-time Published Author | Austin Macauley Publishers Ltd.

The Mariverse: Guardians – June 2023

The Mariverse – March 2019

- Went through process of traditional publishing.
- Approve and advise on changes in proofreading.
- Communicated with the publishers.

Education:

BA GAMES: STORY DEVELOPMENT | University of East London

SEPTEMBER 2020 – JUNE 2023

Bachelor of Arts Honours – First Class

BTEC Level 3 Extended Diploma | Access Creative College

SEPTEMBER 2016 – JULY 2020

Creative Media Production (QCF) – Triple Grade Distinction Distinction Merit

Hobbies & Interests:

- Participating in Game Jams (made 12 games in 1 year in 2025).
 - Writing fanfiction and working on a fan-made game.
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