




# 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.

### ***Down and North* - Team Member**

*January 2024*

- Worked Remotely.
- Made in 10 days.
- Researched Norse Myth.

### ***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.

### ***Let's Build a Tree* - Solo Developer**

*September 2024*

- Input branch placing.
- Made art for assets.
- Made in 1 week.

### ***Chaotic Chess* – Team Member**

*September 2024*

- Brainstorm rule ideas.
- Use Unity to make title
- Made in 1 week.

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## 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*

### 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.

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## 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*

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## Hobbies & Interests:

- Writing fanfiction (one finished fanfiction had over 3 million views).
  - Drawing digital fan-made art (Created over 1000 pages for a fan-made webcomic)
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