

# JAY MILES

## CV - Narrative Designer



@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:

#### Primary

- Creative writing
- Worldbuilding Design
- Gameplay Design
- Pre-production planning

#### Secondary

- Dialogue and Script writing
- Character Design
- Using Unity Engine & C# coding
- Quality testing

### Project Experience:

#### ***See Only Evil: Rebecca's Origins – Game***

September 2022 – June 2024

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

#### ***Solar-Powered Heart – Game***

April 2025 – May 2025

- Researched and brainstorm ideas for a unique genre.
- Dialogue and cutscenes.

#### ***Igor Meme – Visual Novel***

September 2025

- Written voice lines scripts for voice actors.
- Made dialogue graph
- Aided a proofreader

#### ***See Only Evil: Minda – Web Comic***

July 2024 – December 2024

- Planned comic-structured storytelling.
- Use and understand a different medium.

#### ***Cryne City – 3D Game***

March 2025

- Dialogue and cutscenes.
- Research 1930s history.
- Wrote an introduction for a fictional city.

#### ***When I'm Gone... - Game***

January 2022 – May 2022

- Visual Narrative.
- Hidden story shown in several images.
- Level & game design

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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, Bliss – January 2025*

### Game Lab | Aesthetica Short Film Festival

*See Only Evil - Official Game Selection – November 2023*

### 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:

- Participating in Game Jams (15 Jams in total as of October 2025).
  - Writing fanfiction and working on a fan-made game.
  - Currently working on a game project for *See Only Evil*.
  - Played a wide range of games for several years.
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