




JAY MILES

CV: Narrative Designer

Location: Essex, United Kingdom

 @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
- Dialogue and Script writing
- Gameplay Design

Secondary

- Character Design
- Pre-production planning
- 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
- Linear Storytelling

Project Smile – Game

June 2025 – Present

- Non-verbal responses
- Real-time Cutscenes
- In-game Storyboarding
- Unique character design
- Result story branching.

Igor Meme – Visual Novel

September 2025

- Written voice lines scripts for voice actors
- Made dialogue graph
- Aided a proofreader
- Planned 3 endings

Solar-Powered Heart – Game

April 2025 – May 2025

- Researched and brainstorm ideas for a unique genre.
- Dialogue interactions
- In-game Cutscenes

See Only Evil: Minda – Web Comic

July 2024 – December 2024

- Planned comic-structured storytelling
- Use and understand a different medium
- Expand Worldbuilding

Cryne City – 3D Game

March 2025

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

Key Achievements:

Made 12 games in 1 year | Personal Goal

- *January 2025 – December 2025*

GDLX - Indie Games Expo | Game Dev Local

- *Project Smile – Game Showcasing & Gaining Player Feedback – March 2026*
- *See Only Evil: Rebecca's Origins – Game Showcasing – August 2024*

Global Game Jam | Goldsmiths, University of London

- *Bliss – January 2025*
- *S.U.C.K – January 2024*

Game Lab | Aesthetica Short Film Festival

- *See Only Evil: Rebecca's Origins - 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*

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.
 - Played a wide range of games for several years.
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