Miriam Jardine

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miriamjardineportfolio.com

Education:

Bachelor's Degree in Animation & Game Development

Utah Valley University, Orem, UT

Graduation: May 2, 2024

Relevant Skills:

- 3,000 hours of 3D modeling experience using Maya
- 750 hours of texturing experience using Adobe Substance Painter
- 3,000 of experience in Unity
- 500 hours of experience in Unreal Engine
- 500 hours of experience scripting in Python creating tools in Maya
- 3,000 hours of coding game mechanics using C#
- 1,125 hours of advanced rigging in Maya
- 500 hours of procedural asset creation in SideFX Houdini
- 750 hours in Unity ShaderGraph, a node-based coding system
- 500 hours creating tools in Maya using Python
- 1,125 hours of GitHub experience
- 500 hours of Adobe Suite experience
- Demonstrated ability to quickly adapt to and master new software, technology, and workflows
- 7,000 hours of customer service experience, helping resolve a wide variety of issues
- Technologically adept, consistently able to grasp and utilize emerging tools and platforms easily
- Proven capacity to troubleshoot and resolve complex technical issues, ensuring seamless workflow and project execution
- Proven ability to rapidly learn and master a wide range of new technologies and software applications over 4 years
- Driven and independent worker who excels in both solo and collaborative settings, consistently delivering high-quality results.
- 750 hours of creative writing for live murder mystery party dinners
- 750 hours in Affinity Photo

Project Experience (2021-2024):

Moss Piglets **-** 3D Real-Time Strategy Game

Moss Piglets earned the Silver Award for Best Game or Animation at UVU's Digital Media Showcase 2024

- Primary contact for team members in 3D technical art and gameplay support
- Designed, produced, and executed high-quality game content for 20% of the levels
- Created 3D models using Maya
- Developed white box layouts and addressed gameplay issues using Unity Engine and JetBrains Rider
- Led and executed the publishing process to Steam (released on May 3, 2024)
- Created stylized water and lava shaders using Unity Shader Graph

- Troubleshot and created PC builds from Unity for publishing
- Led and created promotional materials for the Steam store page
- Coded and designed obstacle prefabs for easy implementation using C#
- Worked closely with the team lead to ensure timely task completion
- Led and executed playtesting from Steam

Echo Bluff Express - 3D Puzzle Platformer

- Developed a 3D puzzle-platformer game using Unity from concept to implementation
- Modeled and textured 3D art assets for players and the environment
- Rigged objects to make the train appear to move
- Implemented and debugged player controls, collision detection, and puzzles using C#
- Created white box layouts, addressed gameplay issues, and designed the content
- Designed and balanced game levels to ensure engaging gameplay

Crocy Jr and the Ducklings - Casual Mobile Game

- Developed a 2D casual mobile game using Unity from concept to implementation
- Created white box layouts, addressed gameplay issues, and designed the content
- Implemented and coded player controls, UI, and enemy instantiation using C#
- Created 2D art assets for characters, environments, and UI elements
- Shipped the final product on Google Play Store

Job Experience:

MJN Services Inc. - Accounting Admin & Technical Assistant; Orem, Utah

June 2020 - Present

Transportation Brokerage and Factoring Company

- Handled account collections, payables, and claims-related paperwork and problem-solving
- Provided IT support and troubleshooting for the accounting team
- Designed the company's website using JavaScript and Wix, increasing sales and credibility
- Fostered positive relationships with clients, providing assistance with account management
- Implemented streamlined processes enhancing efficiency within the accounting team by 25%

Scalar - Sales Analyst; Draper, Utah

April 2019 - November 2019

Valuation Company

- Supported the business development team through data entry using the company system and Excel
- Ran multiple email campaigns that increased valuation sales
- Worked with freelancers to complete data entry projects
- Entered data for superiors to allow focus on their tasks

References:

Zak Nugent - Scalar CEO - zak.nugent@scalar.io

Delfa Peralta - Office Manager of MJN Services - delfa@mjnservices.com

Anthony Romrell - UVU Digital Media Professor - anthony.romrell@uvu.edu

More references are available on request.