

DANNY MILLER

K2XL@K2XL.COM (770) 712-0740

2079 KINSMON DR. MARIETTA, GA 30062

OBJECTIVE

To further my career in technology consulting, web development, and game design

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY 2006 - 2010

- B.S. Computational Media with Research Option (Dean's list)

SELECTED PROFESSIONAL EXPERIENCE

SAGEPATH 2010-2011

Flash/Web Developer

- Worked with a team of developers to design, produce, and launch web content for clients
- Actionscript 2.0, 3.0
- Clients included World of Coca Cola, NAPA Auto parts

TOOLBOX NUMBER 9 2007-2010

Flash/Web Developer

- Worked with a team of developers to design, produce, and launch web content for clients
- Actionscript 1.0, 2.0, 3.0, Flash Media Server, PHP, XML, MySQL

BLUE HEAT GAMES WINTER, 2006

Flash Developer

- Contracted to develop Flash game; worked with team of developers
- Object-oriented Actionscript 2.0

WORLD TOUCH GAMING SUMMER, 2004

Flash Developer

- Contracted to develop Flash game and web content; worked with team of developers
- Actionscript 2.0, PHP, MySQL

K2XL AND PERSONAL WORK 2001-PRESENT

Formed K2xL LLC in December 2005; casual game consulting, web/iPhone game developing, licensing; clients available on request.

- www.K2xL.com : created in 2001; community-driven content and portfolio website with over 20,000 registered users; developed games; message boards
- Clients include Shockwave.com, MiniClip.com, Bored.com, others available on request
- Professional consulting experience with MochiMedia, Toolbox No. 9, Flash Flash Revolution, Whack.net, TomAndAndy.com, others available on request
- Tutored Actionscript professionally; January-May 2007 (ref. available on request)

RESEARCH

GEORGIA INSTITUTE OF TECHNOLOGY 2006-2008

- Initiated "Online Community Grid" AJAX, Flash, XML, PHP, MySQL , President's Undergrad Research Award Recipient

LONDON SCHOOL OF BUSINESS 2008

- Flash game for massive multiplayer Human Cognitively Experiment

QUALIFICATIONS

FLASH/WEB

- Actionscript 1.0, 2.0, 3.0 (MTASC, FlashDevelop, Flex Builder, security and obfuscation); AMFPHP, Red5, Flash Media/Com Server; .ASC files; XML/PHP/Server communication

WEB

- PHP, HTML, CSS, JQuery, Javascript, general web languages and technologies

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- AJAX + PHP + MySQL, rich application development

OTHER DEVELOPMENT SKILLS

- MVC design, Facebook API, Twitter API, Google Android, iPhone, Java, Processing, SmallTalk, Nintendo GBA Programming, Subversion
- Visual design, digital/procedural art
- Music composition, audio editing (FL Studio, ACID, Finale)

ACHIEVEMENTS**CASUAL GAMES**

Flash games featured on macromedia.com, break.com, bored.com, addictinggames.com, pcmag.com, collegehumor.com, and thousands more

2011

- Cofounded 15Seconds.me

2010

- "Obechi on iPhone/iPad/iPod Touch" listed on Apple iTunes
- Developed Twitter game PassTheGun.com

2009

- "Boomshine" named "[One of the 50 Games Every Developer Must Play](#)" by Develop-Online
- UK's The Telegraph names "Boomshine" one of the [Top 20 Internet Flash Games](#)
- Flash game "Obechi" published as [Facebook Application](#)
- Google Android app "HappyMap" selected for demo for the San Francisco Intel Design Expo (receives User Interface Design Award)
- Flash game "Boomshine on iPhone" listed on Apple iTunes store
- "Boomshine" bundled into the GP2X "Wiz" handheld

2008

- K2xL.com featured in UK's [The Telegraph](#) in [The 101 Most Useful Websites](#) (#30)
- Featured in SpeakEasyMag (Ohio University Webzine) for Flash game development
- JaysGames "Best of Casual Gameplay 2007" Contest 2nd Place for "Boomshine"
- Profiled in Atlanta Journal Constitution for game development; March 3rd

2007

- Flash game "Boomshine" featured on [TV Series "Indie Games"](#) on Channel G4; October
- "Boomshine" featured in [The Record](#) newspaper
- Featured in the Atlanta Journal Constitution for game development; June 24th
- K2xL.com featured in [PCMagazine.com](#) in the [Top 100 Undiscovered Websites](#); August
- "Boomshine" Weekly Contest Winner on game portal website [Kongregate.com](#); March 27th, Monthly Contest Winner for March
- "Boomshine" featured on Casual Game Review Website [jayisgames.com](#) and [blogcritics.com](#)
- "Boomshine" featured on New York online news magazine [DailyCandy.com](#); April
- "Boomshine" featured on [USA Today's Tech Space](#)

2005

- Macromedia Student Innovation Contest Fall, 2005 People's Choice Award Winner (1st Prize) and Editor's choice (1st prize) for Flash game "Psychopath"

SPEAKING AND COMMUNITY EFFORTS**2010**

- (Panel) Southern Interactive Gaming Expo (SIEGE); October

2009

- (**Keynote**) Digital Gaming International Conference at Kennesaw State University
- (Speaking) Computer Arena Game Design Camp topic: "Getting into the Gaming Industry"
- (Speaking, Demo) Intel Design Expo in San Francisco, CA; topic: "HappyMap"
- (Speaking, Panel) Southern Interactive Gaming Expo (SIEGE); October
- (Presentation) Android App "Happy Map"; Georgia Tech Digital Media Demo Day
- (Presentation) Android App "HappyMap"; Georgia Tech GVU Demo Day
- (Speaking, Workshop, Panel) Art Institute of Atlanta PhoneiCon; Topics: Games, Originality

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2008

- (Speaking) Georgia Tech Undergraduate Research Spring Symposium
- (Panel) Toyz Nation Expo (Secrets of Game Design and Development) [scheduled]
- (Speaking) Southern Interactive Gaming Expo (SIEGE)

2007

- (Panel, Speaking) Southern Interactive Gaming Expo (SIEGE); October
- (Panel) Georgia Tech National Advisory Board; September
- (Speaking) Georgia Tech Undergraduate Research Spring Symposium

2006

- (Panel) Atlanta Hip Hop Film Festival; topic: "Urban Gaming" April, 2006
- (Contributor) Web Dev Radio; March

2005

- (Speaking) Georgia Game Developer's Association; topic: Flash Gaming; October

REFERENCES

- Available on request