Danny Miller

k2xl@k2xl.com | (770) 712-0740 | Atlanta, Georgia

Objective

To further my career as a consultant in the software engineering industry

Education

Georgia Institute of Technology   **2006-2010**

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

Selected Professional Experience

Heartbyte Inc.   **2011-2012**

Cofounder and Chief Technology Officer. Co-built initial product and lead engineering team in development of mobile real-time audience participation platform.
Java, Javascript (JQuery, Backbone), Ruby (Rails), HTML/CSS, Actionscript 3, Flash Media Server, PHP, MongoDB, Amazon SQS/EC2, Real-time, Map Reduce. Oversee operations (deployment) and other technologies.

15Seconds.me   **Jan 2011-July 2011**

Cofounder. Video portal website where winners of a small game earn 15 seconds of fame (webcam and microphone is turned on to everyone who is on the website playing the game). While winners broadcast viewers can vote in real-time their opinions of the winner's broadcast. Videos stored and replayable (with viewer feedback) on website.
Actionscript 3.0, Red5, Javascript, HTML/CSS, PHP, MongoDB, Map reduce, Erlang

Sagepath   **2010-2011**

Flash/Web Developer
Worked with team of developers to design, produce, and launch web content for multiple clients. Clients include Coca Cola, NAPA Auto parts.
Actionscript 2.0/3.0

Toolbox No. 9   **2007-2010**

Flash/Web Developer
Worked with a team of developers to design, produce, and launch web content for multiple 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

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K2xL and Personal Work

- Formed K2xL LLC in December 2005; casual game consulting, Web/IPhone/Android 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; blog; message boards
- Clients include Shockwave.com, MiniClip.com, Bored.com, others available on request
- Professional consulting experience agencies and engineering firms from all over the world
- Professional tutoring and training of various technologies (ref. available on request)

Research

Georgia Institute of Technology   2006-2008

- Initiated "Online Community Grid" project. Worked with Biotechnology department to deploy research project.
  Javascript, Actionscript 2/3, XML, PHP, MySQL, Adobe Alchemy
- President's Undergrad Research Award Recipient.

London School of Business 2008

- Flash game for massive multiplayer Human Cognitively Experiment

Qualifications

Frontend

- **Flash**
  Actionscript 1/2/3.0 (MTASC, FlashDevelop, Flex Builder, security and obfuscation). TweenLite/Max. AMFPHP, Red5, Flash Media/Com Server; .ASC files; XML/PHP/Server communication
- **Web/Javascript**
  Javascript (JQuery, Backbone), Coffeescript

Backend + Databases

- Java (Android development, Storm, Processing), Ruby (Rails), PHP
- MongoDB, Map Reduce, MySQL, Memcache
- Queue + Processing systems (Amazon SQS, Kestrel, Storm)

Other Development Skills

- Facebook API, Twitter API, Android, IPhone, Processing, Smalltalk, Nintendo GBA Programming, SVN, Git, Mercurial
- Procedural art
- Music composition, audio editing (FL Studio, ACID, Finale)

Achievements

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Casual Games

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

2012

– Developed and released Android and IPhone word game Yofi to Google Play and Apple App Store

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 (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
– JayIsGames "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/Community Efforts

2011

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– (Tutoring) Tutored Flash and Android Development (References available on request)

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

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\

Other Activities

– Coach and Commissioner of Youth basketball (East Marietta Basketball Organization)
– Georgia Tech Salsa performance team (2009-2010)
– DJ and music producer