

Miles K. Justice

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Unity Game Developer

Skills

Technical Skills

- 5+ years programming in C# with Visual Studio for creating games in the Unity Engine.
- Develop 2D and 3D interactive games using the Unity Engine.
- Primary version control experience using Unity Collaborate with some Git experience.
- Produces 3D assets in Blender with some rigging / animation done as needed.
- 2D asset creation accomplished with Krita, GIMP, and Aseprite.
- Familiarity with C++, Java, Javascript, Unreal Engine 4, and MATLAB.

Interpersonal Skills

- Quick to adapt to new technologies and software as needed.
- Experience working collaboratively with multidisciplinary teams.
- Flexible to changing client requirements.
- Communicates effectively with coworkers, management, and customers.

Projects

Unity Developer - NonCommercial

- Developed a handful of small games as Game Jam entries as well as personal projects.
- "Complete C# Unity Developer 3D: Learn to Code Making Games" - Udemy Certification.
- Competent with a versatile set of development tools used in the creation of projects.

Education

University of Michigan / BSE Aerospace Engineering

Graduated December 2013, Ann Arbor, MI

- Co-lead composite car-body design and manufacturing team for FSAE Hybrid Racing

Work Experience

Valiant TMS / Robotic Simulation Engineer

OCT 2021 - NOV 2024, Auburn Hills, MI

- Provided solutions for OEM customers using simulation software to optimize robotic operations and validate and improve BIW assembly processes.
- Collaborated closely with other engineering and manufacturing departments to create optimal results for each project within the confines of customer specifications.

Jacobs Technologies, AMS / Robot Simulator

JULY 2016 - MAR 2021, Shelby Twp, MI

- Provided solutions for a variety of automotive manufacturers using simulation software to optimize robotic automation performance and validate assembly processes.
- Adapted to new teams and various company procedures as I successfully performed my services as a contracted Simulator on-site for various automotive suppliers.
- Robotic Simulations included: automated material handling, adhesive dispensers, resistance welding, and visual inspections; robot carried and stationary work.
- Outstanding Performance Award from Jacobs Technology Group 2016.

Jacobs Technologies, AMS / Manufacturing Support Engineer

FEB 2018 - DEC 2018, Decatur, AL

- Provided on-site manufacturing support for their new upper stage rocket, Centaur V, at United Launch Alliance.
- Collaborated with a wide variety of engineers to optimize Layout, Workflow, and Manufacturing Processes.