

Joshua A. Miller

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Highlights of Qualifications

Easy to work with; cooperative and supportive team player

Always give 100% in any situation

Quick learner, easily grasps concepts

Education The Illinois Institute of Art - Chicago

Chicago, IL Bachelor's of Fine Arts: Interactive Media Design Expected

Graduation Date: December 2008

Projects

- Created web site about the urban sport parkour : Web-site about the topic of parkour for school. The goal of the project was to apply CSS techniques. Completed in 9/06.
- Created a flash game called Space Cases: Simple flash shooting game (similar to Galaga). Completed in 2003 but currently working on updating it with Actionscript 3.0
- Created a prototype message board with HTML, CSS, and Coldfusion

Relevant Skills and Accomplishments Technology-based Skills

- Concrete understanding of the Windows and Mac Operating Systems
- Extensive knowledge of (X)HTML and CSS
- Intermediate knowledge of Javascript, Actionscript, Adobe products: Photoshop, Illustrator, Dreamweaver, Flash, and Fireworks.

- Basic knowledge of SQL and

Coldfusion

Carus Publishing *Temporary Flash Developer* Chicago, IL 04/08 – 12/08

- Worked independently to develop flash games for the company web site
- Developed three different Flash games: 2 of them puzzle games where the user put an image back together and an application where the user can color illustrations from the magazine or draw their own.

Organizations/Conferences

- Click Interactive (school club focused on interactive design) – Member, 2007
- FITC Road Show (FITC is a company that produces engaging design and technology events – Chicago June 8th, 2007
- Colin Moock's "Actionscript 3.0:From the Ground Up" – December 3, 2007