SAMUEL MILLER

Portfolio found here: https://www.smgamecreations.com/

Mrsamuelmiller[at]gmail.com

07565546511

Potters Bar - Hertfordshire

PROFILE

A passionate content creator with multiple years of experience in the gaming industry, specializing in video production for indie game developers. leveraging marketing and social media research to craft targeted content that drives awareness and sales. Skilled in leading collaborative projects and directing team efforts to produce high-quality, engaging content. Proficient in multiple Adobe programs, including Premiere Pro, photoshop and After Effects.

HOBBIES

- Playing video games
- Playing Tabletop games
- Making content for YouTube
- Going out with friends
- Painting
- Going to the Gym
- Listening to music

EXPERIENCE

Numskull – Numskull Games
Marketing Executive | August 2021 – January 2022
I worked for 6 months as a Marketing PR executive at Numskull Games. Helping to find influencers and journalists cover our games. In the marketing department, I also had to come up with new ideas to entice our demographic. I also was the Administrator of the social media of Numskull Games with 13k followers. Coming up with content to help grow the follower base.

PQube – Assistant Product Manager
May 2022 – June 2024
I worked within PQube for 2 years where I worked on the marketing and social side of their games. I helped with marketing research, creating content for social media and manage the Tiktok side for the games I worked on. Being able to create sales through my content creation and garnering new followers and awareness to our games such as Tormented souls, Arcrunner and WhiteDay.

- Managing the Tormented Souls TikTok gaining 100k views in 2 months
- Editing sound design within inertial drift launch trailer
- Garnering hundreds of likes and views across pocket braveys social media organically

EDUCATION

Degree: Bsc Games Computing
University of Lincoln | 2016 – 2021
Result : 2:2
Within this course, I did a mixture of both Computer science and games design. Modules include Object Orientated Programming, Cyber Security and Computer Architecture. The programming does not limit to only games.

A-Level:
Mount Grace School| 2013 – 2015
Double diploma Level 3 Business studies: DD
Food Technology: C

GCSE:
Mount Grace School| 2010 – 2013
5 A* – C including maths, English, and science

SKILLS

Personal Skills

- Attention to Detail
- Good teamwork
- Great communication
- Work well under pressure

Technical Skills

- Unity (Intermediate, 3 years)
- Adobe Premiere Pro (3 years)
- Adobe Photoshop (3 years)
- Adobe After Effects (1 year)

Microsoft Applications/services

- Microsoft Office
- Microsoft Visual studio
- Microsoft Excel
- Microsoft Powerpoint