Harold Milenkovic

I am an expert in Unity and Unreal Engine 4 game development. I am incredibly skilled at creating and rigging 3D models in Blender and Maya. Experienced in coding and rapid prototyping. Trained in UX design & workstreams. Multiple years of narrative design experience in games.

EDUCATION

University of Miami, Coral Gables, FL
Master of Fine Arts (MFA), Interactive Media
School of Communication
Capstone Project: Ghost Ring XR in Unity for the Magic Leap One
Published: Magic Leap World Concept Store

Bachelor of Science (B.S.), Computer Science
College of Arts and Sciences
Graphics and Games Track
Minors: Mathematics and Interactive Media

EXPERIENCE

Cre8tive Devs Software, Fort Lauderdale, FL

April 2023-Present - *Corporate Trainer*

Role: Instructor, Lesson Development

Hired to upskill engineers at a Fortune 500 company, training programmers to integrate Spring/Spring Boot into their workflow including Spring Security & Spring Cloud. Developed lessons for training, as well as small projects to demonstrate programming concepts.

University of Miami, Coral Gables, FL

Summer 2019 - *Mixed Reality (XR) Application Designer/Developer/Programmer*

Interactive Media Department, School of Communication

Shipped project: The U Experience - An XR Campus Orientation
Role: System, UI, and interaction design and programming (Unity/C#)

Worked in collaboration with a large interdisciplinary team with frequent feedback to design and develop the first experience for the university community demonstrating XR with the Magic Leap One.

Spring 2018 - *Teaching Assistant, Introduction to Game Programming (CSC 329)*

Computer Science Department, College of Arts and Sciences

Role: Supervise students and guide in system, UI, interaction design and programming (Unity/C#) for game development projects.

Facilitated lab sections to assist upper level undergraduates with game project design and development. Graded assignments and provided feedback to students.

ADDITIONAL PROJECTS

Super Galaxy Knights Deluxe R, a comic created in Blender since 2016 about a woman in a strange fantasy world.

Fly On The Wall, an espionage platform game about a blind woman who uses listening devices to navigate.

Lunar Demolition Force, a puzzle game/visual novel about moon-destroying contractors.

CONTACT

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TECHNICAL SKILLS

Unity
Unreal Engine 4 (UE4) / Blueprints
Mixed Reality (XR)
Augmented Reality (AR)
Blender
Maya
Adobe Software
Logic Pro X
Audacity
Java
C#
Spring / Spring Boot

HARDWARE

Magic Leap
iOS
Android
Tilt5

PATENTS

United States Patent No. 10,387,543 for an algorithm created to separate words by phoneme during internship at VocabularySpellingCity

AWARDS

#20/530 Most Innovative – GitHub Game-Off 2021 for Fly On The Wall, an espionage game about a blind woman who uses listening devices to navigate.

Best Game – Canes Fest 2019 as part of the team for Coral Guardin' a Magic Leap One XR game to teach about coral reef pollution prevention.

President's Honor Roll, Provost's and Dean's List Fall 2017, Spring 2018