

# 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.

## 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

**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 to design and develop the first experience for the university community demonstrating XR with the Magic Leap One device.

*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.

**Time4Learning, Ft. Lauderdale, FL**

*Summer 2016 - Game Programmer*

*Summer 2015 - Game Designer*

*Summer 2014 - Systems Programmer*

Educational Games - Spelling/Vocabulary City, Science4Us

**Successful projects:** Patent awarded, web games updated to html5  
**Role:** System, UI, interaction design and programming (Java, Construct, html5)

Worked in collaboration with an interdisciplinary team to design prototypes of new educational games, ported games from Flash to html5, and developed new algorithms for separating words by phoneme for implementation in game products (patent awarded).

## SIDE PROJECTS

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

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

SMS Tutor, an alternate control typing game based around pre-touchscreen texting.

## CONTACT

[hs.milenkovic@gmail.com](mailto:hs.milenkovic@gmail.com)

[www.linkedin.com/in/snuffysam](http://www.linkedin.com/in/snuffysam)

## TECHNICAL SKILLS

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

## HARDWARE

Magic Leap  
iOS  
Android  
Tilt5

## PATENTS

*United States Patent No.*  
*10,387,543 for an algorithm*  
*created to separate words by*  
*phoneme*

## AWARDS

*#39/500 Most Innovative -*  
*GitHub Game-Off 2020 for Lunar*  
*Demolition Force, a puzzle game*  
*about moon-destroying*  
*contractors*

*Best Game - Canes Fest 2019 as*  
*part of the team for Coral Guardian'*  
*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*