REID **MILLAM**

Senior Software Engineer

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SUMMARY

"An enthusiastic individual, passionate about problem solving, game development, cyber security, and production." I pride myself on my attention to detail, as well as my organisational abilities and efficiency. Constantly ensuring KPIs are met and projects are on schedule, while also contributing to my team's success and improving our effectiveness across the board.

PROFESSIONAL EXPERIENCE

Senior Software Engineer   **May 2024 - Present**

Karta Creative, Remote, UK

- As a Senior Software Engineer, my responsibilities have shifted more towards a supervisory role. Coordinating with our team of engineers, running interviews for open positions, ensuring projects are moving forward at a good pace, and liaising with clients on technical feasibility.

Junior Software Engineer   **Nov 2023 - May 2024**

Karta Creative, Remote, UK

- As a Junior Software Engineer, I was responsible for producing updates for our pre-existing games, as well as helping with the creation of new games for our new clients.
- From the moment I joined, I became the lead engineer for the Man City client, and was responsible for client meetings, producing updates, implementing and collecting analytics to meet the client's KPIs, and reporting those KPIs directly to the client.
- I have been an integral part of the production process for **Manchester City Football Club's "Blue Moon"**, **JYP Entertainment's "TWICE Square"**, **Hugo's "Hugo Planet"**, and have assisted with other projects such as **YG Entertainment's "BlackPink"**, **Nicki Minaj's "Gag City"**

Developer   **Mar 2021 - Nov 2023**

BloxByte Games, Remote, USA

- At BloxByte Games, I was the project lead for their *flagship* title **"Ghost Simulator"**
- I was responsible for handling everything from planning future content updates, programming & building said updates, managing and coordinating with our volunteer QA testing team, marketing & social media posts, and community management & complaint escalation

EDUCATION

Cyber Security & Forensic Computing, BSc   **Sep 2019 - Jun 2022**

Portsmouth University, Portsmouth, UK

Computer Science, A-Level - Grade A   **Sep 2017 - May 2019**

Portsmouth College, Portsmouth, UK

Creative Media (Games Development), BTEC Level 3 Diploma - Grade D*D*   **Sep 2017 - Mar 2019**

Portsmouth College, Portsmouth, UK

SKILLS

- Client Liaison
- Lua & Luau, C, C++, Java, Python
- Google's Workspace Suite, Jira Project Management Software, Slack, Discord
- Knit, Fusion, ReplicaService, ProfileService, GameAnalytics, Comm, Signal, Trove, Promise, Rojo, Github, VS Code...
- Time Management, & Organisation

AWARDS & ACCOLADES

Roblox "Top Developers" Member

Interviewed by London Times Magazine for my Roblox Success

Roblox "Community Feedback" Program Member

Former Roblox "QA Testers" Program Member