

# REID MILLAM

Lead Software Engineer

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## SUMMARY

Lead Software Engineer specialising in branded Roblox experiences, bridging technical execution with production and stakeholder requirements. Experienced in leading teams, maintaining delivery against KPIs, and ensuring projects remain on schedule without compromising quality. Recognised for attention to detail, efficient processes, and elevating overall team performance.

## PROFESSIONAL EXPERIENCE

### Lead Software Engineer

Aug 2025 - Present

Karta Creative, Remote, UK

- I lead a team of expert engineers and oversee engineering resource planning across the department. Serving as the primary technical contact for clients and cross-functional teams, advising on feasibility, scope, and technical strategy. I drive the studio's technical direction to ensure scalable, reliable, and commercially aligned delivery.

### Senior Software Engineer

May 2024 - Aug 2025

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

- Contributed to updates and new game development for client projects, quickly taking ownership as lead engineer for the Manchester City client.  
Responsible for client meetings, feature delivery, analytics implementation, and KPI reporting. Played a key role in branded experiences including Manchester City's *Blue Moon*, JYP Entertainment's *TWICE Square*, and Hugo's *Hugo Planet*, with additional contributions to projects for YG Entertainment (*BlackPink*) and Nicki Minaj (*Gag City*).

### Game 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, Management, Problem Solving, Organisation
- Lua & Luau, C, C++, Python
- Google's Workspace Suite, Jira Project Management, Asana, Slack, Discord, Firebase, and lots more!
- Knit, Fusion, ReplicaService, ProfileService, GameAnalytics, Comm, Signal, Trove, Promise, Rojo, Github, VS Code...

## 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

Roblox Verified 