

Derek Miller

Game Programmer | Unity | Godot | CocosCreator | PixiJS | PhaserJS

Germany

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Summary

Game Developer with 10 years of experience specializing in Unity, Godot, Cocos Creator, Phaser.js, and Pixi.js. Proven track record across crypto metaverse, AI-driven game systems, and iGaming sectors. Skilled in gameplay programming, AI (pathfinding, behavior trees), and networking (Photon, Fusion, PlayFab, Colyseus, FishNet). Senior Gameplay Engineer on Pirate Ships Build and Fight at HeroCraft (mobile and Steam); previously contributed to an AI-powered game engine at JabaliAI and slot games at Exagaming.

EXPERIENCE

HeroCraft Ltd., United Kingdom— Senior Gameplay Engineer

05/2025 - Present

Senior Gameplay Engineer on Pirate Ships Build and Fight — naval strategy PvP shipped for mobile (Google Play, 1M+ downloads) and desktop (Steam).

Owned and iterated core gameplay systems: naval combat, ship building and loadouts, captains and crew progression, and competitive PvP.

Delivered features and balance work for Android and Steam desktop, keeping combat feel and progression consistent across platforms.

Collaborated with design, live-ops, and platform teams on multiplayer modes, events, and ship/ability synergies for a live-service strategy title.

Exagaming, Dubai— Senior Gameplay Engineer

01/2025 - 05/2025

Developed and launched a mobile slot game using Cocos Creator for Android and iOS platforms.

Built a browser-based slot game using PixiJS, optimized for performance and cross-platform compatibility.

Implemented core slot gameplay systems and UI/UX features using PhaserJS for web-based deployment.

Jabali.ai, United States— AI Game Engine Developer

09/2024 - 02/2025

SolarEnterprises, Sweden— Senior Metaverse Engineer

01/2024 - 10/2024

Developed critical features such as Auction Land, Marketplace, and AI-driven NPCs.

Integrated NPCs with OpenAI and Replica, enabling AI-driven voice interactions with players.

Optimized in-game payment speed with SXP blockchain, reducing transaction time from 3 seconds to 0.001 seconds.

Implemented Arena and Duel modes, allowing players to place bets on duels.

Achieved \$200,000 in land sales through the Auction Land feature.

SKILLS

Unity, Godot, PixiJS, PhaserJS, ThreeJS, Minetest, Cocos Creator, Gamemaker, Divinity, CryEngine, Defold

C, C++, C#, Lua, Osiris, Java, Python, Javascript, Typescript, HTML, CSS

Photon, Mirror, PlayFab, Netcode, EOS, Steamworks, GameSparks, Socket.IO, Firebase, Readyplayerme, replica, Colyseus, FishNet

Thirdweb, Nethereum, Tezos, Enjin, Moralis, Hive, Elysium

Metaverse, RPG, FPS, Strategy, Sports, Racing, Puzzle, Fighting, Survival, MOBA, MMORPG, Roguelite, Turn-Based

LANGUAGES

English, Danish

EDUCATION

Queen's University, Belfast, UK— Master's Degree

RebelCars, United Kingdom— Gameplay Engineer

07/2022 - 04/2023

Developed car driving mechanics and systems for upgrading and repairing vehicles.

Implemented a career tutorial mode tailored for beginners.

Enhanced the in-game weather system to improve realism and gameplay dynamics.

Carrierverse, Singapore— Lead Unity Gameplay Engineer

11/2021 - 07/2022

Led the development of the in-game card game SuperKola Tactics, overseeing its entire creation.

Developed PvP and PvE battle modes, as well as diverse monster encounters.

Implemented mechanics for creating a wide range of card combinations.

Organized and managed in-game events, including party contests and NFT item collection events.

Developed social interaction features, including real-time chat, voice chat, and video chat capabilities.

ICICB Group, Dubai— Unity Game Engineer

10/2019 - 11/2021

Led the enhancement of the in-game banking system, addressing in-game inflation by creating a financial system integrated with crypto token payments, safeguarding \$2 million from potential losses.

Integrated blockchain NFTs and tokens into the game using Nethereum, enhancing the game's economic ecosystem.

Implemented core gameplay features, including Quest, Inventory management, and Experience Level Up systems.

Implemented Land-Selling System and hit \$0.3M first month.

Developed the Duel feature and designed Arena logic to strengthen competitive gameplay.

Deepspace, United States— Unity Game Engineer

09/2018 - 10/2019

Developed AI for enemy space mobs, spaceship battle logic, and spaceship upgrade systems.

Implemented network infrastructure using Photon to enable real-time synchronization for over 2,000 moving objects.

Enhanced blockchain integration for managing NFTs and tokens in-game using Nethereum.

Larian Studios, Spain— Gameplay Engineer

06/2016 - 08/2018

Contributed to RPG game development using the Divinity Engine and Osiris scripting language.

Collaborated closely with Senior Engineers in a Junior Developer role.

Upgraded legacy features in the Divinity game to incorporate new functionalities.