



Hagan Miller

Contact Info:

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(828) 443-2011

Skills:

Rhino
Photoshop
Indesign
Photogrammetry
Substance Painter
Maya
Google Drive

Interests:

Game Design
3D Modeling
2D Artistry
Drawing
Animation
VR
AR
Organization

Education:

Carnegie Mellon University, Pittsburgh, PA May, 2021
Bachelors in Arts in Architecture
Minor in Physical Computing
Minor in Game Design

Pursing Masters in Entertainment Technology May, 2023

North Carolina School of Science and Mathematics, Durham, NC May, 2017

Experience:

3D Artist 2021

ETC Faculty Studio - ACES Project

Worked on team with other artists

Contracted models from art provided by Concept Artists

Learning Media Design Teaching Assistant 2018

Learning in Museums Teaching Assistant 2019

Carnegie Mellon University

Managed and helped run the logistics of the class

Assisted in helping students with tests for projects

Learned communication and planning skills through setting up and helping facilitate presentations

Game Design Project:

The Gingerbread Hag 2020

3D Modeling

Item Implementation

Level Design

Settings Design

Virtual Reality Project:

Pickle Mania 2021

Implementation of Rigging and Animation

3D Modeling

Settings Design

Implementation of Textures

Technical Project:

Capture of a Robin Amiibo 2020

Photography

Utilization of Agisoft Metashape

Dense Cloud Mapping