

Miles Sanger

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EDUCATION

University of Southern California | Los Angeles, CA - 3.9 GPA

‘29

B.F.A In Interactive Media & Game Design

Minor in Video Game Production

SKILLS

- **Game Development:** Unity (6+ yrs), Twine, AI/LLM Integration, Narrative Design
- **Project Management:** Linear, Jira, Spreadsheets
- **Programming:** C#, Java, Python (PyTorch)
- **Certificates:** CalArts Game Design, UCLA Gamelab Game Design

EXPERIENCE

Dusk Blossom Games

2025-Present

Lead Producer, QA Lead

- Producing Voidwatch, a space shooter roguelike
- Also leading QA, worldbuilding
- Demo available: <https://store.steampowered.com/app/3764010/Voidwatch/>

Quarter Life Pounder

2026-Present

Associate Producer

- Producing design and usability for a narrative cooking game
- USC Advanced Game Project (capstone)

USC Mixed Intelligence Lab

2026-Present

Founding Member

- Founded undergraduate research lab focused on positive AI use and play with new technology
- Developing various projects, design, engineering, etc

Open Alpha

2026

Sound

- OA Cohort 13 <https://openalphausc.weebly.com/>
- Designing in large team (50+)

Solo Game Developer

2019-Present

- Experience shipping dozens of games made in Unity, Twine, and on Paper
- Game Design, Narrative, Engineering, Art, UI/UX, SFX, of personal projects on [Itch.io](https://itch.io)

Trojan Marching Band

2025-Present

Squad Leader

- Assist in mentorship, marching, and playing Trumpet
- Manage a squad of 4 members in pregame and halftime shows

Vex Robotics, Team 34690A VKR

2021-2025

Project Manager/Captain/Competitor

- Worked in various teams, and built alliances with other teams
- International Signature Event Champion (PAS-VEX Taiwan)
- Multiple other awards, competed at state and world championship