

Avery Millard

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SUMMARY

Software engineer and indie game developer with a CS degree and hands-on experience in Unity, C#, and real-time 3D development. Proven ability to ship complete projects under constraint across game jams, client tools, and solo work. Comfortable working independently or collaboratively in fast-paced, creative environments.

EXPERIENCE

AI Quality Assurance Analyst

DataAnnotationTech • Remote • June 2025 – Present

- Evaluate LLM responses against structured rubrics for instruction-following, accuracy, and completeness.
- Identify failure patterns and document issues impacting response quality across diverse prompt scenarios.
- Design and refine evaluation criteria to improve grading consistency and reduce assessment ambiguity.
- Provide detailed feedback on model outputs to support ongoing training and quality improvements.

IT / Software Developer

Advance Learning Academy • Maitland, FL • January 2024 – Present

- Designed and deployed a full-stack school portal on a self-hosted Raspberry Pi server (Python/FastAPI, SQLite, nginx with Let's Encrypt HTTPS), now live on the school's real student roster.
- Built admin and teacher tools for student records, lunch orders, timesheets, CSV export, and nightly backups.
- Built a student sign-in/sign-out registry to track daily attendance and maintain accurate arrival and dismissal records.
- Wrote a scheduling algorithm that assigns students to extracurricular activities optimally within per-activity capacity constraints.
- Developed Excel automation tools to streamline behavioral data tracking and administrative reporting.

Shipping / IT

Edelkrone USA • Goldenrod, FL • June 2021 – December 2021

- Built an Excel-based inventory tracking tool that improved stock count accuracy and reduced manual labor.
- Developed automated cross-referencing tools to minimize shipping errors at point of fulfillment.

PROJECTS

Solo Game Development Project (In Development)

Personal • Unity / C#

- Designing and building a first-person resource puzzle game with original mechanics centered on real spectroscopic data.
- Architected core systems: ResourceManager singleton, upgrade shop, procedural yield calculations, laser control UI, and custom element icons.
- Manages the full production pipeline from GDD authorship through Unity implementation and iterative playtesting.

Orlando Game Jam — Fling-a-Ling

Indienomicon / Orlando Game Jam • February 2026

- Led gameplay programming and system integration on a team-built game shipped within a 48-hour window using Unity and C#.
- Game received strong player response; jam led to meaningful professional connections in Orlando's game dev community.

Tabletop Simulation for Training Scenarios

UCF METIL Lab • github.com/HagenFarrell/HospitalScenario

- Collaborated with a senior capstone team to build a Unity-based hostile scenario simulation displayed on a holographic table.
- Handled gameplay programming, scenario scripting, and holographic display integration.

EDUCATION

Bachelor of Science in Computer Science

University of Central Florida • Orlando, Florida • May 2025

SKILLS

Languages: C, C#, Python, Java, JavaScript, HTML5, CSS, PHP, Assembly

Tools & Frameworks: Unity, Godot, Unreal Engine, Git/GitHub, Docker, React, Node.js, Visual Studio, VSCode, MySQL, MongoDB

Other: AI/LLM evaluation, game systems design, real-time 3D development, agile collaboration