Andrew Miller

Software Developer/Game Programmer/Unity Developer

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SKILLS

Languages: C++, C#, Python, HTML, CSS, Groovy, JavaScript, Java, SQL, JQuery, Bootstrap

Platforms: Windows, Mac, Linux, WebGL

Development Environments: Visual Studio, VS Code, Atom, Rider, Eclipse, Python IDLE, Notepad++, Unity3D

Other: Trello, Slack, Git, GitHub, JIRA, Microsoft Office, Agile, Scrum, Project Management, Object Oriented Design, QA Testing, Assembla, Team Foundation Server, Level Design, WinForms, Windows Presentation Foundation, .Net Development C#/C++, Entity Framework, Microsoft SQL Server, SQL Server Management Studio, MySQL, MongoDB, OpenGL, GLFW, GLM, Object Serialization, JSON, XML, Pygame, Pandas, NumPy, Flask, Django, Boto3, Qt, PyQt, Qt Creator, Report Labs, Powershell, Active Directory, Regex, AWS, Stripe Integration, Streamlit, Jenkins, IntelliJ, Amazon Management Console, Cognito and Dynamo DB

EXPERIENCE

GravyStack, Remote – *Senior Unity Developer*

Apr 2022 – Nov 2023

- Create mobile app in Unity for Android and IOS devices for Google Play Store and Apple App Store.
- Develop REST API service layer in Unity using C# to communicate with the back end services.
- JSON serialize/deserialize for front end and back end payloads.
- Create mobile app in Unity for Android and IOS devices for Google Play Store and Apple App Store.
- Create a QR Code Scanner and QR Code Generator in Unity using 3rd party libraries in C#.
- AWS Management Console experience with Amazon Cognito and Amazon Dynamo DB.
- Use Agile practices for daily meetings and bi-weekly sprints, JIRA for ticketing and GitHub for code.
- Use Slack and Google teams for communication.

Hitachi Vantara, Remote – *Software Engineer II*

Sept 2021 – Mar 2022

- Java backend development in Linux environment using IntelliJ.
- Jenkins pipeline integration with Sonarqube.
- Java AWS Amazon S3 bucket API integration deleting of data from S3 buckets..
- Use Slack and Microsoft Teams for communication.
- Use Agile practices for daily meetings and bi-weekly sprints, JIRA for ticketing and GitHub for code.

StartupTree, Remote – *Web/Software Engineer*

June 2021 – July 2021

- Update website using Javascript, HTML, CSS, JQuery, Django and Python.
- Stripe API integration for payments system using Python as backend for Stripe API.
- Use JIRA for ticketing and GitHub for code.

Muncy Industries, Muncy, PA – *Software Engineer*

Nov 2020 – May 2021

- Develop and update erp website using JavaScript, HTML, CSS, JQuery, Bootstrap, Python and Flask.
- Image computers and raspberry pi with Linux.
- Write automation scripts in Python for installing software onto computers and raspberry pi.
- Remote into other computers using Team Viewer or Any Desk and help clients over the phone when applicable.

Lafayette Parish Sheriff Office, Lafayette, LA – *Information Systems Technician/Software Engineer*

May 2019 - Aug 2020

- Program script/batch files to ease day-to-day repeated tasks.
- Troubleshoot computer hardware issues.
- Image computers.
- Perform software installs on windows 10 environment.
- Remote into other computers and help clients over the phone when applicable.

Schumacher Clinical Partners, Lafayette, LA - *Software Developer*

Nov 2018 - Feb 2019

- Develop clinical data feed tool using Windows Presentation Foundation and Entity Framework in C#.
- Developed a tool to help promote faster workflow for the development team. From 45 Minutes to 15 Minutes.

Holiday Inn North, Lafayette, LA – *Front Desk Associate*

June 2017 - Jan 2018

- Check-in\Check-Out Guests.

Jetstreame, Baton Rouge, LA - *Lead Game Programmer*

Apr 2017 - June 2017

- Debug and develop a visual novel game demo in Unity 3D using C# to be shown at Electronic Entertainment Expo.

EDUCATION

Academy of Interactive Entertainment, Lafayette, LA - *Advanced Diploma of Professional Game Development - Game Programming*

June 2017