ANDREW MILLER

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EDUCATION

Academy of Interactive Entertainment

Certification, Computer Science

PROFESSIONAL EXPERIENCE

Talentpath Remote

Backend Engineer

April 2024 - August 2024

- Work on a website utilizing Python, Django and Docker.
- Create a web scraper for jobs for a feature of the website using playwright.
- Create a tool to generate calendar links for Google, Yahoo, Outlook, Office and Aol.
- JSON serialize/deserialize for front end and back end payloads.
- Use Agile practices for daily meetings and bi-weekly sprints, Clickup for ticketing and GitHub for code.
- Use Slack and Google teams for communication.

Gravystack Remote

Senior Unity Developer

April 2022 - November 2023

- Create a 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# and JSON payloads to communicate with the back end services.
- Add new gaming features and fix bugs.
- 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 DynamoDB.
- Use Agile practices for daily meetings and bi-weekly sprints, JIRA for ticketing and GitHub for code.

Hitachi Vantara Remote

Software Engineer II

September 2021 - March 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.

Muncy Industries Muncy, PA, USA

Software Engineer

Software Engineer

November 2020 - May 2021

- Develop and update an 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 TeamViewer or Any Desk and help clients over the phone when applicable.

Lafayette Parish Sheriffs Office

Lafayette, LA, USA May 2019 - August 2020

Program script/batch files to ease day-to-day repeated tasks.

- Troubleshoot computer hardware issues and 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, USA

Software Engineer

November 2018 - February 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 Lafayette, LA, USA

Front Desk Associate

- Check-in\Check-Out Guests.
- · Run nightly reports.

Jetstreame Remote

Lead Game Programmer

April 2017 - June 2017

June 2017 - January 2018

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

SKILLS

Skills: Python, HTML/CSS, Groovy, JavaScript, Java, MySQL, jQuery, Bootstrap, AWS, JIRA, Docker, Agile, SCRUM, MongoDB, OpenGL, Pandas, NumPy, Flask, Django, PowerShell, Jenkins, Celery, Git, Excel/Numbers/Sheets, C#, C++, Playwright, Trello, Slack, Paragon, Stripe, .NET, Entity Framework, Github, Jira, Agile, OOP, OOD, QA Testing, Team Foundation Server, Level Design, Winforms, Windows Presentation Foundation, Microsoft SQL Server, Object Serialization, JSON, XML, Pygame, PyQt, Qt Creator, Report Labs, Powershell, Active Directory, Regex, Streamlit, Jenkins, IntelliJ, Visual Studio, Unity, Amazon Management Console, Amazon Cognito, Amazon DynamoDB, Bright Data, Celery