

# Andrew Miller

## Game Programmer/Software Developer

Milton, Pa

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<http://amiller90.github.io/>

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## SKILLS

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

**Platforms:** Windows, Mac, Linux, WebGL

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

**Other:** Trello, Slack, Git, 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, NumPy, Flask, Boto3, Qt, PyQt, Qt Creator, Report Labs, Powershell, Active Directory, Regex, AWS

## EXPERIENCE

### **Muncy Industries, Muncy, PA** – *Software Engineer*

Nov 2020 - Current

- Develop and update 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 - August 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*

November 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*

April 2017 - Jun 2017

- Debug and develop a working 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