Christopher J. Miller

COMPUTER ENGINEERING STUDENT · SOFTWARE ENGINEERING

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Education

University of Florida *Gainesville, FL*

COMPUTER ENGINEERING STUDENT (GPA: 3.92) *Aug. 2018 - Dec. 2021*

- Relevant Education: Programming Fund. 1 & 2, Application of Discrete Structures, Data Structures & Algorithms, Digital Logic & Computer Systems, Intro to Computer Org., Info. & Database Systems 1, Intro to Signals and Systems, Computational Linear Algebra, Intro to Software Engineering, Programming Language Concepts, Operating Systems, Performant Programming in Python, Data Science, AI for Computer Games, Digital Design, Human Computer Interaction, Circuits 1

Experience

Microsoft *Online*

SOFTWARE ENGINEERING INTERN *May. 2020 - Aug. 2020*

- Developed a React Native library to replace a 3rd-party deprecated user feedback package.
- Collaborated with another intern throughout the development process, allowing for greater throughput via parallelizing tasks.
- Learned how to produce a feature-complete library, including localization, defensive design, documentation, and integration into existing products.
- Designed user feedback menus to increase engagement in posted requests and reduce the possibility of duplicate feature requests, decreasing the work required by the feedback support team.
- Created a continuous integration and deployment pipeline using Azure DevOps to handle code verification on Android and iOS platforms as well as package publishing.

Survey for Polysubstance Drug Abuse Study *Gainesville, FL*

PROJECT MANAGER, SCRUM MASTER, & DEVELOPER *Jan. 2019 - Mar. 2020*

- Developed Electron and React desktop application for collecting data on substance abuse for the UF College of Epidemiology.
- Acted as main communicator with the client Dr. Linda Cottler, Associate Dean of Research and Dean's Professor for UF's Colleges of Health and Medicine.
- Learned how to balance changing user requirements with the fixed deadline, granting the team flexibility while still pursuing a complete product.
- Delegated tasks to two other teammates using Agile practices, breaking down complex tasks into individually achievable portions.

Association of Computer Engineers *Gainesville, FL*

WEBMASTER & WEBSITE DEVELOPER *Nov. 2019 - Feb. 2021*

- Developed a web application using Ruby on Rails and React to facilitate club event and user management.
- Worked with elected board of club to produce client requirements and work items, focusing on increasing member engagement.
- Designed the website via the microservice approach, allowing for the independent scaling of all components of the web app.
- Verified operation with high test coverage and an automated continuous integration and publishing pipeline using Concourse CI.
- Opened website to open source collaboration with a well structured issues board and documentation.

Leadership

Association of Computer Engineers *Gainesville, FL*

SECRETARY *Jan. 2020 - Dec. 2020*

- Elected by general body to manage marketing operations and web presence for the organization.
- Organized board meetings with new document collaboration method, lowering turnaround time from event idea to event hosting.
- Managed and aided in the development of ACE Cloud, a Kubernetes cluster free for use by club members to learn and host projects.
- Developed ACE Events, an online system for managing attendance as well as providing a single location to view all upcoming events.

Skills

Programming Typescript, Javascript, Rust, Ruby, C++, Python3, Elixir, Java, Node.js, SQL, Rust, Antlr4, Git, CMake, CI/CD, Agile

Libraries React, React Native, Redux, Ruby on Rails, Express, Next.js, Bootstrap 3/4, Bevy, Semantic UI, Material UI, HTML5

Infrastructure Linux, Docker, Kubernetes, NGINX, MySQL, Postgresql, MongoDB, Google Cloud, Concourse CI, Azure DevOps