# Christopher J. Miller

#### COMPUTER ENGINEERING STUDENT · SOFTWARE DEVELOPER

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Education

University of Florida Gainesville, FL

COMPUTER ENGINEERING STUDENT Aug. 2018 - May. 2022

Skills \_\_\_\_

**Programming** Python, C#, Java, Node.js, Ruby, Javascript, Go ,Git, CI, Agile

Web Express, Ruby on Rails, React, Bootstrap 4/5, Semantic UI, HTML5

Infrastructure Linux, Docker, Kubernetes, OpenStack, Google Cloud

Experience \_\_\_\_\_

Lakewood Leaders

Lakewood Ranch, FL

FULL-STACK DEVELOPER & WEBMASTER

Jun. 2016 - Present

- RESTful Rails 5 website for managing community service clubs.
- Improved functionality and efficiency of clubs through task automation.

PicFo (Start-up company) Sarasota, FL

ANDROID DEVELOPER

Jun. 2018 - Present

• Joined app development team to aid in completing and publishing android application.

#### JP Morgan & Chase Co. Coding Challenge

Gainesville, FL

Sept. 2018

COMPETITOR

- Took part in programming challenges themed around the financial sector.
- Achieved tenth place on the leader-board out of 72 competitors.

## Extracurricular Activity \_\_\_\_\_

**Realliance** Gainesville, FL

CORE MEMBER & FINANCIAL OFFICER

Jul. 2018 - Present

- Organization focused on experimentation and growth in the areas of software development.
- Developed the organization's website and continuous integration pipeline.

#### Hack the Box (Pen-Testing Labs)

Online Organization

MEMBER

Jul. 2018 - Present

• Gained expertise in hacking & security areas, especially in the area of website exploitation.

#### **ACE Video Game Design Team**

Gainesville, FL Sep. 2018 - Present

MEMBER

- Designing dungeon crawler using Unity3D.
- Utilizing Kanban to organize team members and workspace.

## Writing \_

### Guide for conversion of Guitar Hero 3 Wii Controller to Wired PC Controller

Github Repository

FOUNDER & WRITER

Aug. 2018

- Developed library for Arduino micro-controllers to read inputs from Wii GH3 Les Paul controllers and convert them to PC game controllers using UnoJoy.
- Wrote a tutorial as part of the project's Github Repository on how to do the project yourself.