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*
- GPA: 3.88
- Relevant Education: Programming Fundamentals 1 & 2, Discrete Structures, Data Structures & Algorithms

Skills

Programming	Python, C#, C++, Java, Node.js, Typescript, Ruby, Javascript, Git, Continous Integration, Agile
Web	Express, Ruby on Rails, React, React Native, Redux, Bootstrap 3/4, Semantic UI, Material UI, HTML5
Infrastructure	Linux, Docker, Kubernetes, OpenStack, Google Cloud

Experience

PicFo   *Gainesville, FL*
LEAD APP DEVELOPER   *Jun. 2019 - Present*
- Oversaw and lead frontend development on a photo-based social media phone app for a start up.
- Developed the app from scratch in React Native to allow for cross-platform development, increasing its market reach.
- Communicated with client on a weekly bases, using Agile practices to split work into presentable, complete portions.
- Learned how to properly document and audit code throughout development, allowing later additions to be free of major technical debt.

App for Polysubstance Drug Abuse Study   *Gainesville, FL*
PROJECT MANAGER, SCRUM MASTER, & DEVELOPER   *Jan. 2019 - Jun. 2019*
- Developed Electron and React desktop application for collecting data on substance abuse for the UF College of Epidemiology as a freelancer.
- Acted as main communicator with the client, Dr. Linda Cottler, the Associate Dean for 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 with Agile development practices, breaking down complex tasks into individually achievable portions.

Realliance   *Online Organization*
CORE MEMBER   *Jul. 2018 - Present*
- Co-Founded an organization of developers, focused on open source projects.
- Contributed to setting up cloud server infrustructure for the organization using Kubernetes and Docker for project hosting and continuous integration services.
- Developed a game in Ruby premised around being playable over a SSH terminal, hijacking the protocal for authentication and rendering. Serving the game over SSH allow for increased portability by making the game platform and client agnostic.

Leadership

Association of Computer Engineers   *Gainesville, FL*
TECHNICAL DEVELOPMENT CHAIR   *Jan. 2019 - Jan. 2020*
- Elected by board members to manage technical projects and workshops.
- Delivered workshop on an introduction to Docker, covering topics of containerization and app deployment.
- Presented a master class on Git, starting from the basics and showcased the more advanced features of Git such as rebasing and tagging.
- Organized a collaboration workshop with the UF Open Source Club about Rust, leading into a Slack messaging bot competition.
- Developed a custom cloud server for the club, called ACE Cloud, utilizing Kubernetes and Docker to give free self-hosting to members.