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*
Competitor — *Sept. 2018*
- 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*
Member — *Sep. 2018 - Present*
- 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.