

Christopher J. Miller

COMPUTER ENGINEER IN SEATTLE, WA

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Experience

Microsoft

Redmond, WA

SENIOR SOFTWARE ENGINEER

Mar. 2022 - Present

- Designed and implemented experimental products and platforms to accelerate Microsoft Office's AI adoption and engineering velocity
- Benchmarked and implemented custom agentic AI coding solutions for Office repositories, achieving measurable improvements in code generation quality versus baseline Microsoft offerings across legacy and greenfield codebases.
- Implemented cloud-based performant agentic AI chatbots to achieve quality responses about Outlook's massive text repositories of internal mechanisms and processes.
- Deployed and maintained organization's cloud infrastructure footprint on Azure, leveraging Terraform and Gitops paradigms to deploy across various Kubernetes clusters with reproducibility and reliability.
- Implemented suite of microservices in Rust to support our custom AI solutions, including user authn/authz, LLM load balancing + latency reduction via geo-sharding, billing, usage tracking, tooling version rollouts, and observability.

Microsoft

Online

SOFTWARE ENGINEERING INTERN

May. - Aug. 2020 & 2021

- Developed a React Native library to replace a 3rd-party deprecated user feedback package.
- 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 Azure DevOps CI/CD pipelines for Android and iOS platform validation as well as package publishing.
- Developed a high demand feature for the Outlook Android Calendar during my second internship.

Survey for Polysubstance Drug Abuse Study

Gainesville, FL

PROJECT MANAGER, SCRUM MASTER, & DEVELOPER

Jan. 2019 - Mar. 2020

- Led 3-person team to develop Electron/React data collection application for UF College of Epidemiology, managing stakeholder communication with Associate Dean and delivering production system.
- Applied Agile methodologies to decompose complex requirements and coordinate development across team members.

Education

University of Florida

Gainesville, FL

COMPUTER ENGINEERING B.S. (GPA: 3.92)

Aug. 2018 - Dec. 2021

- Relevant Education: Discrete Structures, Data Structures & Algorithms, Digital Logic, Computer Org., Database Systems, Signals, Computational Linear Algebra, Software Engineering, Programming Language Design, Operating Systems, Performant Programming, Data Science, AI for Computer Games, Digital Design, Human Computer Interaction, Circuits

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, Rust, Javascript, Kotlin, Ruby, Swift, C++, Python3, Elixir, Java, Node.js, SQL, Antlr4, Git, CMake, CI/CD, Agile
React, React Native, Redux, Tailwind CSS, Webpack, Vite, Ruby on Rails, Express, Next.js, Bootstrap 3/4, Bevy, Semantic
UI, Material UI, HTML5

Libraries

Infrastructure

Linux, Docker, Kubernetes, NGINX, MySQL, Postgresql, MongoDB, S3 Buckets, Grafana, Prometheus, Terraform, Network
Storage, Helm, GraphQL, Azure, Google Cloud, Jenkins, Concourse CI, Azure DevOps, Github Actions, LLM Application