

Christopher J. Miller

COMPUTER ENGINEER IN SEATTLE, WA

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Experience

Microsoft

Redmond, WA

SOFTWARE ENGINEER 1

Mar. 2022 - Present

- Leading an Innovation Feature Crew to incubate emerging technologies within Outlook.

Microsoft

Online

SOFTWARE ENGINEERING INTERN

May. - Aug. 2020 & 2021

- Developed a React Native library to replace a 3rd-party deprecated user feedback package.
- Developed a high demand feature for the Outlook Android Calendar.
- 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.
- Learned to collaborate with colleagues outside of my discipline, such as designers.
- 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.

Education

University of Florida

Gainesville, FL

COMPUTER ENGINEERING B.S. (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

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, Network Storage, Helm, GraphQL, Google Cloud, Jenkins, Concourse CI, Azure DevOps, Github Actions