

Dane Miller

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Software Engineer in St. Louis, MO

Hard-working, entry-level developer with a drive to learn and innovate. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

PHONE 618-795-0600 | **EMAIL** Mi.dane1191@gmail.com

GITHUB <https://github.com/Dane-M1191> | **LINKEDIN** <https://www.linkedin.com/in/dane-miller1191>

PROJECT EXPERIENCE

LABrador — Laboratory Database Web App

- Designed a comprehensive user interface for web browsers to store, organize and track various data fields for laboratory experiments.
- Communicated with collaborators to guarantee the best user experience possible, and ensure client satisfaction.
- Developed using Java and Spring, and enhanced with CSS and Bootstrap.

WORK EXPERIENCE

Grill Cook — Dairy Queen, Lebanon/O'Fallon, IL

September 2014 - May 2016

- Aspired to be a valuable employee and trained 7 new hires to work with quality and efficiency as their core values, and was offered a position in management.
- Promoted a positive attitude and communicated with coworkers in an efficient manner that manifested increased sales every consecutive business year.
- Enabled a steady work flow by tending to pre-rush food prep, and maintaining a clean work environment which resulted in minimal distractions and the tools to work uninterrupted.

Cook/Cashier — Arby's, Shiloh, IL

September 2009 - March 2010

- Expedited product from the kitchen to the customer in a timely fashion while interacting with guests in a positive and respectful manner.
- Expanded proficiencies in order to work in the kitchen and help with production.

EDUCATION

LaunchCode, LC101 Programming Course — 2020

Southern Illinois University-Edwardsville, 60 credit hours toward BA in Computer Science — August 2016 - February 2019

- Computer Science (CS) 150 - Introduction to Computing II
- Computer Science (CS) 140 - Introduction to Computing I
- Computer Science (CS) 111 - Concepts of Computer Science

SKILLS

PROGRAMMING LANGUAGES

- Java
- JavaScript
- C++

FRAMEWORKS

- Spring
- Mithril
- Bootstrap

DATABASES

- MySQL
- MongoDB

TOOLS

- Git
- Thymeleaf
- Gradle