

# Drew Miller

## Software Engineer

Software Engineer with experience developing safety rated software in the nuclear industry. Delivered products to help the department meet performance based incentives. Experience working in teams and being a team player.

### Personal Info

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**Date of birth**  
02/07/1995

**GitHub**  
<https://github.com/Drew-Miller>

**Portfolio**  
<https://drew-miller.github.io/Portfolio/>

**LinkedIn**  
[www.linkedin.com/in/drewmiller-software](http://www.linkedin.com/in/drewmiller-software)

### Software

Visual Studio, VS Code

Azure DevOps, Git

Azure, Docker

### Development

C#, .NET Core, MVC

HTML, CSS, Javascript/Typescript

Angular, Material Framework

SQL, Entity Framework

### Skills

Experience using critical thinking to overcome challenges.

Ability to communicate and collaborate effectively in a team setting

Effective use of IDE tools to quickly develop and debug code

Experience testing code with sufficient coverage

Deploying software to the cloud

### Experience

<b>08/2016 - 05/2018</b>	<b>Software Engineer Intern</b> <i>Schweitzer Engineering Laboratories</i> <ul style="list-style-type: none"><li>• Learned to develop problem solving software</li><li>• Responsible for developing and maintaining an inventory website</li><li>• Used Entity Framework to create a relational database design</li><li>• Designed user oriented interfaces using Razor, Bootstrap and jQuery</li><li>• Learned multitasking and time management skills</li></ul>
<b>03/2019 - present</b>	<b>Software Developer</b> <i>Washington River Protection Solutions</i> <ul style="list-style-type: none"><li>• Software architecture experience in .NET Core and Angular</li><li>• Developed RESTful APIs using Microsoft MVCs</li><li>• Entity framework to design and configure databases</li><li>• .NET Core for data management, request validation, and security</li><li>• Angular to make API requests, design UI components, and managing user input</li><li>• Azure DevOps to manage and track work, test code changes, and deploy builds to various environments</li></ul>

### Education

<b>08/2013 - 12/2017</b>	<b>BS Software Engineering, Washington State University</b> <ul style="list-style-type: none"><li>• Built a linux kernel using C</li><li>• Used Python to develop navigation software for a robotic submarine</li><li>• Became a CPTS 101 teacher's assistant to help foster positive freshmen experiences with programming</li><li>• BS in Computer Science with a 3.57 gpa</li></ul>
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