# IYAN SYEED-MILLER

## CONTACT

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iyansyeedmiller.com

Los Angeles

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## SKILLS

5 Years Experience In:

- Programming
  - Python
  - Java
- Web Development
  - JavaScript
  - HTML
  - CSS
- 3D Animation
  - Blender

Soft Skills:
- Patience
- De-tangling
- Group Work
- Assisting Creatives

CPR and AED Certified

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## EDUCATION

**Pursuing a B.S. in Computer Science**

**University of Arizona**

2024 - 2028

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## LANGUAGES

English                    (Native)

Mandarin Chinese     (Proficient)

## PROFILE

I'm a second-year university student with an interest in computer graphics and Technical Directing. I have experience with programming, 3D Modelling, and technical group work. My passion is programming for graphics and applying my technical skills towards artistic expression. Ultimately, I aim to develop tools that make artists' lives easier.

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## WORK EXPERIENCE

### Apple Sales & Service Technician

University of Arizona Campus Store                    Aug. 2024 - Present

- Experience guiding customers through tough technical decisions.
- Knowledge of current technological innovations and how digital creators can apply them.
- Sold over 200 Apple Devices.

### CS Workshop Leader & Intern

Visionary Youth Los Angeles                    Jun. 2025 - Jul. 2025

- Extensive practice creating presentation material on various computer science topics aimed at a High School level.
- Experience assisting students in expressing their own passions in computer science through personal projects.

### Website Developer, Designer

Crown Poppy Service Unit                    Jan. 2022 - May. 2022

- Worked in a team to design high-fidelity site prototypes and recruit volunteers to conduct usability testing.
- Learned skills involved with managing client needs and meeting changing technical requirements.

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## PROJECTS

### Personal Website

iyansyeedmiller.com                    Since Jun. 2025

- Built using Sveltekit
- Code: github.com/Fireg53/Namesake

### Modelling and Animation

iyansyeedmiller.com/portfolio                    Since Aug. 2020

- Fully modeled, textured, lit, and rendered in Blender
- models, short animations, and simulations