

Christopher Miller

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Software Developer experienced in group leadership and communications, with a strong foundation in object-oriented design, database implementation, game development, and mathematics; seeking a development position in Washington State.

Education

B.S. Computer Science, Western Washington University

2017-2020 | Bellingham, WA

- Minor – Mathematics | GPA: 3.63

AAS, Everett Community College

2014-2017 | Everett, WA

- Graduated with distinction | GPA: 3.40

Experience

Software Developer I, Charles Schwab

2021 – Present | Remote

- .NET Core and C# application development for Advisor Services Technology.
- Back-end work on merging two pre-existing systems as a part of the TDA-Schwab merge.

IT Consultant, TLC Skincare

September 2017 – 2021 | Woodinville, WA

- Responsible for updating and incorporation of software and hardware for office.
- Website development and maintenance with HTML, CSS, JavaScript.
- Troubleshooting and problem solving for any/all computer and technology problems.

CS Mentor, Western Washington University

January 2020 – June 2020 | Bellingham, WA

- Weekly one-on-one mentoring with CS students, covering a wide array of topics, languages, and classes.
- Helped improve debugging skills and tactics while instilling good programming practices and conventions.

Skills

- Proficient in Java, C, C++, SQL, Git
- Well-versed in OOP, debugging, machine learning concepts, mobile development, cloud practices
- C#, .NET Core, ASP.NET
- Agile development environment experience
- Familiarity with Python, JavaScript, HTML, CSS, Racket, Ruby-on-Rails
- Experience with Android Studio, Blender, Unity, Swing (Java), and the Pandas Libraries

Projects

Sea Discovery Task Management System (TMS) | September 2019 – June 2020

- Led a team of four to create a hardware / software platform used to monitor temperatures of tanks of the Sea Discovery Center aquarium in Poulsbo, WA. If a tank's temperature left the desired zone an email / text would be sent out while an audio alarm is played on local devices.
- Created with Raspberry PI Zeroes connected to water temperature sensors, an SQL database, a cloud-based cyber range, Python, and Java.

Human Workflow Research | September 2018 – June 2020

- Conducted ongoing research under Professor Wesley Deneke related to machine learning and the recognition of human workflow patterns.
- Designed and created 3D photo-realistic representations of campus classrooms of WWU with Blender and Unity. These classrooms are filled with A.I. students used to generate hundreds of videos related to classroom activities and procedures, of which these videos are used as raw data for the machine to learn through via supervised / unsupervised learning.

