**Luke Miller**

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**Objective:**

A highly organized, self-motived team player with 800 + hours of experience, a passion for building web solutions seeking a position as a web develeoper where I can apply my honed technical skills in HTML, CSS, and Javascript, as well as my leadership and communication abilities (to meet customer expectations / to augment client experience / and contribute to the goals of my company).

**Education:**

* **Eleven Fifty Academy, Web Development Immersive Learning Program, Indianapolis, IN, October 2020**
* 12-week immersive learning program for Web Development taught with industry-guided curriculum, real-world project-based learning, and 500+ hours of logged coding time and training

**Competencies & Functional Skills:**

Problem solving, troubleshooting, creativity, visual communication, customer service, critical observation and thinking, organization, Agile methodology, portfolio development, addressing and resolving business challenges

**Technical Skills:**

**Languages/Libraries:**  JavaScript, TypeScript, NodeJs, React, Express, JWT, Bcrypt

**Cloud Technologies:** Heroku, Firebase, GitHub

**CI/CD:** Agile, Scrum, Git

**Databases/ORM:** PostgreSQL, Sequelize

**Web Technologies:** HTML, CSS, APIs, Responsive Web Design

**Styling Libraries:** Bootstrap

**Technical Projects:**

* **GamerBuds** [**https://gamer-buds-client.herokuapp.com/**](https://gamer-buds-client.herokuapp.com/)
* Utilized HTML 5, CSS 3, Typescript, and ReactStrap to create a website where people who enjoy video games can find people to play with (February 2022)
* **Online Art Gallery** [**https://lam-art-gallery-client.herokuapp.com/**](https://lam-art-gallery-client.herokuapp.com/)
* Utilized HTML 5, CSS 3, Reacstrap, and ReactJS to design and build an online art gallery (December 2021)
* **Pokemon API** [**https://la-miller.github.io/pokemon\_API/**](https://la-miller.github.io/pokemon_API/)
* Utilized PokeAPi, HTML 5, CSS 3, Bootstrap 4, and Javascript to design & build a Pokemon application with information on every Pokemon (September 2021)
* **Designed a robot for disaster relief clean-up**
* Utiziled LabView and Brick Link Studio Software to design a robot that follows a path based on what material it is carrying

**Project Thrust** [**https://sharemygame.com/@MillerTime317/project-thrust**](https://sharemygame.com/@MillerTime317/project-thrust)

Utilized Unity 3D and C# to create a video game in which you fly a rocket ship through an obstacle course (June 2020)

**Terminal Hacker** [**https://sharemygame.com/@MillerTime317/terminal-hacker**](https://sharemygame.com/@MillerTime317/terminal-hacker)

Utilized Unity 2D and C# to create a video game where you must solve an anagram to win (June 2020)

**Professional Experience:**

**Web Developement Contracter, Saphire Strategies, Indianapolis, IN, March 2022 - present**

**-** Offer Web Solutions that meet the client's requests

- Solve various issues when something breaks, or updates are needed in one of our client's websites

- Utilize WordPress, HTML, CSS, JavaScript, and Jquery to create aesthetically pleasing and functional websites that are easy to navigate

**Electrician's Helper, Electric Plus, Indianapolis, IN, July 2021 - October 2021**

**-** Read blueprints to install and test new fixtures according to project specifications

- Administrated the supply of commonly used electrical parts

- Performed collaborative assignments under the supervision of a Journeyman Electrician