Aadon Miller

ENTRY-LEVEL SOFTWARE ENGINEER   aadon-miller.com

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Recent Software Engineering graduate with fundamental knowledge of software design, development, and testing. Seeking to utilize my broad educational background with excellent analytical, technical, and programming skills to thrive in an entry-level position where I can grow my skills.

Skills, Knowledge & Abilities

Customer Service	C#
Strong Communication	Javascript
Organization	HTML/CSS
Problem Solving	.NET MAUI
Leadership	REACT
Retail Sales	MYSQL
Advanced Microsoft Office	MVVM ARCHITECTURE
Team Player	UNITY
Time Management	MICROSOFT AZURE
Willingness to Learn	GAME DEVELOPMENT

Work Experience

Crumbl Cookies   **Mississauga, ON**   **July 2023 – May 2024**

Shift Lead, Customer Service and Baker

- Promoted from junior associate to shift lead within a month thanks to my capacity to learn quickly and apply new knowledge to increase performance

Carpenters Local 27   **Vaughan, ON**   **Sept 2019-Dec 2019**

Apprentice

- Worked alongside experienced professionals on the job to gain valuable skills and experience

Goodlife Fitness   **Vaughan, ON**   **Mar 2019 – Sept 2019**

Customer Service Representative

- Possessed in-depth knowledge regarding products and all Club services and amenities offered and handled comments, suggestions, and concerns courteously and professionally.

Nike   **Mississauga, ON**   **Sept 2017 – Aug 2019**

Athlete - Cashier, Customer Service and Sales – Dixie Outlet Mall

- Reporting to the Store Manager ensured exceptional sales and customer service allowing for an excellent customer service experience

Education

Canadian Business College   Mississauga, ON   Oct 2023 – Oct 2024

➔ **Software Engineering Diploma Program**

Projects

RDC - *Role Playing Video Game (Expected Completion Date: Early 2025)*

Lead Game Developer

➔ **Technologies used: Vanilla JavaScript, HTML & CSS, Asperite, GarageBand**

➔ **As the Lead Game Developer for the RDC Role-Playing Video Game, I lead the creation of a retro, Pokémon-like top-down role-playing experience using JavaScript, HTML & CSS, and Asperite. The game features complex overworld navigation, an engaging story cutscene system, and a turn-based combat system. Additionally, it will include a detailed character animation framework, a robust inventory management system, and a dynamic quest tracking system, all designed to enhance player immersion and interaction.**

➔ **In this role, I drive the overall vision of the game and address complex technical challenges, such as optimizing the game engine using object oriented programming in Javascript and implementing advanced AI behaviors. I have introduced innovative gameplay mechanics and developed custom tools to increase development efficiency. Additionally, I manage the project timeline using Agile methodologies, ensuring on-time delivery of milestones. My work also involves utilizing version control systems like GitHub.**

➔ **Executed comprehensive testing and meticulous debugging processes to guarantee cross-browser compatibility and deliver a seamless, bug-free user experience**

➔ **Played a key role in the artistic development, contributing significantly to both its visual design and storytelling elements. My efforts ensure that the game's aesthetics and narrative are cohesively integrated with its mechanics. Looking ahead, I am planning for post-launch support, which includes implementing updates and engaging with the community to sustain and enhance the game's success**

➔ **Used GitHub for version control and Notion as a project management tool**

MoreLove - Dating App (In Progress)

Lead Developer

➔ **Technologies used: C#, .NET MAUI, XAML, SQL Server**

➔ **My vision for this Mobile Application is to create a dating app that creates real relationships that can lead to real love. To accomplish this I plan on creating a platform that limits choice…**

➔ **Used GitHub for version control and Notion as a project management tool**