

Aadon Miller

ENTRY-LEVEL SOFTWARE ENGINEER

Toronto, On | 365-777-7866 | aadon.miller@gmail.com

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

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Education

Canadian Business College

Mississauga, ON

Oct 2023 – Oct 2024

→ Software Engineering Diploma Program

Projects

RDC - Role Playing Video Game (In Progress)

Lead Game Developer

- Technologies used: Vanilla JavaScript, HTML & CSS, Asperite, GarageBand
- As the Lead Game Developer for the RDC Role-Playing Video Game, I am spearheading the development of a top-down role-playing experience, utilizing technologies such as JavaScript, HTML & CSS, and Asperite. The game features intricate overworld movement, a dynamic story cutscene system, and a turn-based battle system, complemented by detailed character animations.
- In this role, I am responsible for driving the overall vision of the game and overcoming complex technical challenges, such as optimizing the game engine and implementing advanced AI behaviors. I've introduced innovative gameplay mechanics and developed custom tools to streamline production. Additionally, I manage the project timeline, utilizing Agile methodologies, and ensure a seamless player experience through iterative testing and feedback integration.
- My contributions also extend to artistic and narrative elements, where I align the game's visual and story elements with its mechanics. Looking ahead, I am planning for post-launch support, including updates and community engagement, to ensure the game's ongoing 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