STEFON MILLER

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EDUCATION

University of Pittsburgh, Pittsburgh PA

Bachelor of Science in Computer Science — Expected Graduation: 2022
Bachelor of Science in Information Science — Cumulative GPA: 3.73

SKILLS

Platforms

Windows (Advanced), Linux (Advanced), and MacOS (Intermediate)

Languages/Frameworks

Java (Advanced), Python (Advanced), SQL (Advanced), HTML/CSS/JS (Intermediate), C (Intermediate), PHP (Intermediate), JUnit (Intermediate), Bash (Basic), ReactJS (Basic), and MATLAB (Basic)

Coursework

Data structures, Advanced Data Structures, Databases, Data Science, Software QA, Website Development, PHP, Human Computer Interaction, Discrete Structures, Assembly, Technical Writing, and Formal Methods

WORK EXPERIENCE

Senior Technical Consultant, University of Pittsburgh — August 2020 - Present

- Supervised other technical consultants and aided in troubleshooting efforts.
- Created advanced support documents for other senior technical consultants.
- Assisted in updating training material for new hires.
- Communicated with supervisors to improve productivity.
- Worked 20 hours along with classes.
- Developed style guide for knowledgebase documentation.

Technical Consultant, University of Pittsburgh — August 2019 – August 2020

- Provided technical support for various platforms and pieces of software.
- Preformed disk formatting and software installs, as well as hardware diagnostics.
- Communicated issues with customers both virtually and face to face.
- Assisted in update and migration of existing knowledgebase to Salesforce.
- Worked 18+ hours along with classes.

PROJECTS

CamBot (Python, SQL, HTML) — March 2020 – September 2020

- Built a Discord chat bot that scrapes video game data from rustlabs.com and stores it in a database.
- Data is automatically updated and can be queried via the Discord interface.
- Implemented automatic notification system to both Discord and Twitter whenever related sites update.
- Used machine learning to predict future prices of items in the game's virtual economy.

EFT Drop Idler (JS) — June 2020

- Developed a Chrome extension that idles for Twitch drops during an event for the video game Escape From Tarkov
- Utilized Twitch API to get the top streamer with drops enabled for each day during the event.
- Implemented system to avoid network errors and switch streams once broadcasters went offline