

Vernell Miller

Full Stack Developer | Software Engineer | 2D/3D Graphic Designer | Divergent Thinker
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Hello! I am Vernell Miller, an Atlanta-based Full Stack Engineer | 2D/3D Graphic Designer with a Bachelors in Game Development and Design. I am an exceptional team player, and I strongly believe in the words of Ryunosuke Satoro, **“Individually, we are one drop. Together, we are an ocean.”**

I have a passion for exploring new learning opportunities and applying the new knowledge in exciting and creative ways.

Skills

HTML, CSS, JavaScript, React, Python, Django, jQuery, Bootstrap, Mongoose, Express, REST APIs, MongoDB, Postgress, Node.js, Front End Development, Back End Development, Full-Stack Development, Hereoku, Netlify, Git, GitHub, Branding, Illustrator, Photoshop, Premiere Pro, After Effects, InDesign, Blender, Unreal Engine, Unity, Substance Painter, Substance Designer, Office Research, **Building and Managing Client Relationships.**

Technical Experience

Freelance, Remote

Designer, Jan. 2020-Present

Coordinating with individual and enterprise clients to provide design services by completing various projects involving graphic design, branding, visual effects, motion graphics, info graphics and more.

General Assembly, Remote.

Software Engineering Fellow, Sept. 2021-Present

Participated in over 500+ hours of instruction focused on the skills needed to succeed as a Software Engineer including languages such as HTML, CSS, and JavaScript. Implemented this knowledge through hands-on work with individual and group projects such as: Created Front-end web apps using React, developed and deployed full-stack web apps using Python with Django, and Express with Node.js . Built secure full-stack apps by leveraging common design and architecture patterns (MVC) and (REST). Practiced version control and collaborative software development with Git and Github. Safely modeled and stored data in SQL databases. Consumed and Integrated third-party APIs in apps.

Mountain View Group, Atlanta, GA

Intern, Oct. 2019-Dec. 2019

Supported MVG's 3-D design team on AR and VR projects. Worked in 3D software, Blender, Unity and ARKit 3. Also supported their production team with video editing using premiere pro. [CLICK HERE!](#)

Prosystech, Alpharetta, GA

Configuration Engineer, Jan. 2012-Jan. 2016

Began working as a Configuration Technician and advanced to Co- Project Lead on the organization's largest project with AT&T. Built server racks from scratch that contributed to several AT&T data centers across the country.

The Carter Project, Various locations

Tour Manager, March. 2018-July. 2018

Managed a 10-member band and oversaw all rehearsals and performances throughout a 27-day tour. Coordinated with venues to schedule the 13 performances within the 27 days across the Mid-East, and North Africa for the US Military.

More to come

**Let's work
together.**