# Vernell Miller

Full Stack Engineer |
2D/3D Graphic Designer |
Divergent Thinker

## INTRODUCTION

Georgia, United States

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**Hello! I am Vernell Miller,** an Atlanta-based Full Stack Engineer | 2D/3D Graphic Designer with a background in Game Development and Design. I am an exceptional team player, and I strongly believe in the words of Japanese Author - 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.

## INTERESTS

**Sports**

**Learning**

**Software Engineering**

**Socializing**

**Gaming**

**Movies**

**Home Improvement**

**Digital Art**

## EDUCATION

**2017 2019** — **BA, Game Development & Design**
Georgia State University

**2010 2014** — **Associate of Arts**
Georgia Perimeter College

## EXPERIENCE

**Sep - Dec 2021** — **General Assembly Full-Stack Fellow**
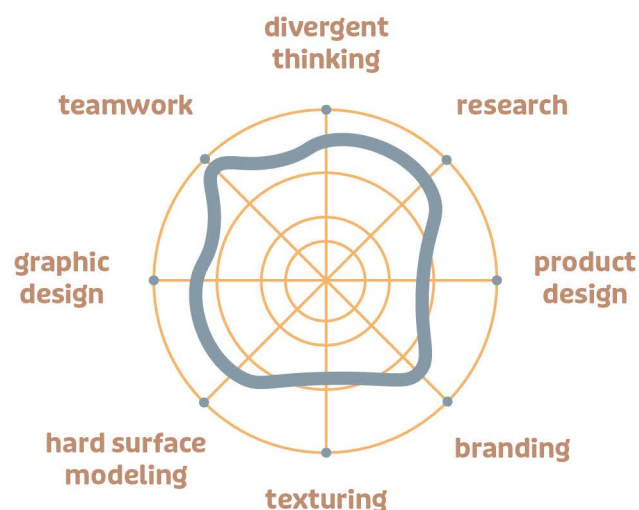
Created front-end web apps using React. Developed and deployed Full-stack apps using Python with Django, and Express with Node.js. Built secure full-stack apps by leveraging common design and architectural patterns(MVC) and (REST). Practiced version control and collaborative software development with Git and GitHub. Safely modeled and stored data in SQL databases. Consumed and integrated third-party (APIs) in apps.

**Jan 2020 Today** — **Freelance Designer**

Various projects involving Graphic Design, Branding, Visual Effects, Motion Graphics, Info Graphics etc.

**Oct - Dec 2019** — **Mountain View Group Internship**

Supported MVG's 3D design team on AR and VR projects. Working in 3D software Blender, Unity and ARKit 3. Also supported their production team with Video editing using Premier Pro.

**Mar - July 2018** — **Band/Tour Manager**

Managed a 10-member band and oversaw all rehearsals and performances throughout the entirety of 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.

**2012 2016** — **Prosys Configuration Engineer**

Starting from Configuration Tech at Prosys. Became Co - Project lead on the largest project with AT&T. Built from scratch, the server racks that contributed to several AT&T data centers across the country.

More to come

## SKILLS

divergent thinking · research · product design · branding · texturing · hard surface modeling · graphic design · teamwork

Illustrator
Photoshop
Premiere Pro
After Effects
Blender
InDesign
Substance Painter
Substance Designer
Office

# Let's work together.