

Alex Miller

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Education

Bachelor of Computer Science | 2025

Minor in Data Science

Calvin University - Grand Rapids, MI

GPA: 3.3

Frameworks, Languages, & Tools

- **Frameworks:** Angular, React, React Native, Electron, Ember
 - **Languages:** JavaScript, TypeScript, HTML, CSS, Python, C, C++, C#, Ruby, Java, SQL, NoSQL, .NET
 - **Tools:** Jest, Git, GitHub, Cypress.io, Azure, Google Firebase, Docker
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Work History

Application Development Intern | 2024 - Present

Ottawa Intermediate School District - Remote

- Developed and executed automated tests for the MySafeStudent website, ensuring optimal functionality and supporting future development efforts.
- Utilized React, JavaScript, TypeScript, Cypress.io, Jest, and Git to streamline processes.
- Enhanced team efficiency and accuracy by implementing thorough testing procedures.
- Worked in a team of 3+ people using an Agile workflow with daily standup meetings.
- Completed courses in React and Cypress, expanding technical proficiency and contributing to project success.

React, JavaScript, TypeScript, HTML, CSS, C#, SQL, Jest, Cypress.io, Git, Docker

Summer Field Technician | 2021 - 2024

Ottawa Intermediate School District - Holland, MI

- Developed automation software to streamline tasks, improving team efficiency.
- Collaborated with a team to provide comprehensive technology support and maintenance services within the Ottawa Area Intermediate School District.
- Managed and maintained a fleet of over 3000 Chromebooks and iPads across multiple public school districts, ensuring their optimal performance and readiness for educational activities.
- Planned and executed technology upgrades and deployments, contributing to a seamless transition to new systems.
- Documented and maintained detailed records of technology assets, repairs, and maintenance schedules.

Python, JavaScript

Projects

SwipeBite | 2025 - Present

- A mobile app that helps friends choose a restaurant by swiping left or right on nearby options and matching when they both swipe right on the same place.

React Native, Firebase, TypeScript

SplashStats | 2024 - Present

- Developed SplashStats, an Electron app for Calvin's Swimming & Diving team, using Angular to streamline SwimCloud data

retrieval. Designed for coaches, it simplifies performance tracking and enables CSV exports, reducing manual data collection effort.

Angular, Electron, TypeScript, HTML, CSS

Rupp's Recipes | 2024

- Built an Angular website that displays cherished family recipes that were previously only held in a recipe book to make it so that recipes could be more easily shared amongst family.

Angular, TypeScript, HTML, CSS, Google Firestore, NoSQL

LED Wall Matrix Display Library | 2024

- Developed an interactive LED matrix board for Calvin University's Computer Science poster fair, enhancing engagement with images, shapes, and simple games. Created a Python library enabling CS108 students to easily build projects and interact via a controller, highlighting CS creativity and technical skills.
- Worked in a team of 3 people in an Agile workflow with weekly standup meetings.

Python, C

Commit | 2023

- Developed an app to help users form habits through community-based accountability, featuring a friend system, smart alarms, study timers, and an interactive dashboard with progress graphs.
- Worked in a team of 5 people in an Agile workflow with weekly standup meetings.

React Native, JavaScript, HTML, CSS, PostgreSQL