Alexander Miller — software developer

I'm interested in **software engineering**, **math & science education**, **media art**, and **science**. Although currently working in the media arts space, I'm looking for any role that lets me make a meaningful impact on the world.

✉ alexmiller@spacefiller.space
🌐 www.spacefiller.space
☎ +1 206 883 4726

Technical skills	Java, JavaScript, Node, HTML/CSS, C++, GLSL, Python, React, PHP, MySQL
Soft skills	Speaker, teacher, excellent communicator, project planner, creator

Experience

HUSH Studio[1] Software Developer 2020	Developed a CMS for a branded interactive installation at Facebook Partner Centers under a tight deadline. Deployed CMS & installation updates to physical locations worldwide.
School for Poetic Computation[2] TA 2019	Helped teach programming classes with media artist Zach Lieberman[3] and reworked the school's introductory programming curriculum.
SPACEFILLER[4] Co-founder 2017 – present	Founded a business developing software that power media art installations and performances. Still ongoing in a side-project capacity.
University of Washington Educational Technologist 2016 – 2017	Educational technologist and teacher. Developed tools for CS education and ran a lecture program called *Exploration Sessions* for upwards of 300 student lectures.
Google Software Engineer 2013 – 2015	Engineer in the Ads org. Developed reporting tools (think: interactive charts) for large clients to track and manage ad spending over time.
YouTube Software Engineer Intern 2012	Worked on improvements for the YouTube video player, including varispeed capability.
UW Center for Game Science Research assistant 2011	Developed a game for education and science in which players manipulate DNA. Collaborated on research into automated game balancing techniques.
University of Washington 2009 – 2013	B.S. in Computer Science

Publications

Artificial Intelligence and Interactive Digital Entertainment 2012	Evaluating Competitive Game Balance with Restricted Play[5], Alexander Jaffe, Alex Miller, Erik AndersenYun-En Liu, Anna Karlin, Zoran Popovi´c

[1] heyhush.com
[2] sfpc.io
[3] www.instagram.com/zach.lieberman
[4] www.spacefiller.space
[5] homes.cs.washington.edu/~zoran/jaffe2012ecg.pdf

Talks / YouTube

Processing Community Day, NYC 2020	The Math, Philosophy and Programming of Chaos Theory
Algorithmic Art Assembly Gray Area, San Francisco 2019	On the Edge of Chaos[1]
YouTube 2018	How we made an interactive, projection mapped topographic installation[2], ~25k views
YouTube 2016	Drawing the Superformula[3], ~70k views
YouTube 2015	Recreating Vintage Computer Art with Processing[4], YouTube video, ~220k views
University of Washington 2015 - 2017	*Exploration Sessions*, weekly 1 hour lectures

Press

The Stranger 2019	Tactile Sculptures of Light and Sound[5]
Seattle Times 2018	Borealis: a 'magical, light, beautiful' art event in South Lake Union[6]
Seattle Times 2018	Seattle artists light up nights, bring people together[7]

[1] youtu.be/fEon6oTevKU
[2] youtu.be/07hiEtggHXw
[3] youtu.be/u6arTXBDYhQ
[4] youtu.be/LaarVR1AOvs
[5] https://www.thestranger.com/visual-art/2019/10/09/41625048/tactile-sculptures-of-light-and-sound
[6] https://www.seattletimes.com/seattle-news/borealis-a-magical-light-beautiful-art-event-in-south-lake-union/
[7] https://www.seattletimes.com/entertainment/visual-arts/seattle-artists-light-up-nights/