Andrew Miller

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https://github.com/andrewmillercode

EDUCATION

Archie Williams High School — San Anselmo, CA
3.6 GPA — *Aug. 2021 – Jun. 2025*

EXPERIENCE

Game Developer — October 2021 – August 2023
Independent — *Remote*
- Developed games using the Unity(CSharp) and Unreal(C++) game engines from a variety of genres, including: fps, roguelike, platformer
- Amassed 1k downloads overall, developed a community for player engagement

PROJECTS

Predictoro | *Python, Flask, React, Google Firebase, Google Auth,Github, Vercel,Heroku* November 2023 – May 2024
- Developed a full-stack web application using with Flask backend and React frontend
- Used scikit-learn library to fine-tune a RandomForestRegressor model to a custom UFC fight dataset, getting a 75 percent accuracy on fight predictions in a 5-month timeframe
- Used Github for collaboration
- Used Vercel for front-end hosting, and Heroku for webapp hosting

Codigo | *Springboot, React, Tailwind, Heroku, Vercel* — June 2024 – Present
- In the process of creating an educational platform for coding.
- Using SpringBoot as well as RESTful API to fetch user data and deliver customized content

TECHNICAL SKILLS

Languages: Java, Python, CSharp, C++, JavaScript, HTML/CSS, Swift
Frameworks: React, Node.js, Flask, Tailwind
Developer Tools: Git, Github, Google Firebase, Google Cloud Platform, VSCode, Atlassian Jira, AWS
Libraries: pandas, NumPy, Scikit-learn