

ANDREW MILLER

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EDUCATION

Archie Williams High School

3.58 GPA

San Anselmo, CA

Aug. 2021 – Present

College of Marin

4.0 GPA

Kentfield, CA

May 2025 – Present

EXPERIENCE

Software Engineering Fellow

Headstarter AI

June 2024 – Present

Remote

- Created unique projects using industry standard technologies
- Integrated Llama 3.1 model with RAG into a customer service application
- Collaborated with team members, contributed to the community by answering questions

Game Developer

Independent

October 2021 – August 2023

Remote

- Developed various indie games using the Unity and Unreal Engine game engines
- Amassed 1,000 downloads overall, developed a community for player engagement
- Optimized past projects, increasing performance by 70%

PROJECTS

Predictoro | Python, Flask, Firebase, Vercel, Heroku

November 2023 – May 2024

- Developed a full-stack web application using served with Flask
- Used scikit-learn library to fine-tune a RandomForestRegressor model to a custom UFC fight dataset, achieving a 75% accuracy on fight predictions in a 5-month timeframe
- Used social media marketing and SEO to drive organic users to the platform

Codebyte | Next.js, Express.js, Tailwind, MongoDB Atlas, React

June 2024 – Present

- In the process of creating Duolingo for coding.

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, C#, C++,HTML/CSS

Frameworks: Next.js, Express.js, Flask, TailwindCSS

Developer Tools: Github, Google Firebase, Unity, Jira, MongoDB Atlas

Libraries: pandas, NumPy, Scikit-learn