

Andrew Miller

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Education

University of Central Florida

June 2020 — August 2024

Bachelor of Science in Computer Science

Experience

Dissiax Inc. — Independent Contractor

October 2023 — March 2024

- Designed and deployed front-end software for company assets using JavaScript, HTML, and CSS
- Improved company's business by 5%

Projects

AnimELLE Crossing: Carnival — C#

January 2024 — Present

- Developed scripts, sprites, animations, and sounds for a high-striker minigame in Endless Learner's Carnival
- Merged minigame into AnimELLE Crossing production, to be deployed for use by students

Rocket League Broadcast Overlay — HTML, CSS, JavaScript, Python

July 2023 — Present

- Designed a custom broadcast interface that connects to Rocket League, for streaming with OBS and Twitch
- Constructed a desktop application with Electron.js for the streamer to connect with the interface
- Increased DCRL's Twitch stream viewership and retention rates by 20% upon deployment

Roblox Development — Lua

Present

- Architected the full-stack development of over 5 games with Roblox Studio
- Collaborated with over 5 teams of other back-end scripters to deploy games
- Contributed to over 7 Million total place visits

Music Player — Python (with Tkinter)

July 2023

- Created a desktop application resembling music players like Spotify using Tkinter
- Allows for controlled playback of songs and saves queue data and settings using Pygame and JSON parsing

Contact Manager — HTML, CSS, JavaScript, PHP, SQL

January 2023 — March 2023

- Created a web application to store and manage personal contacts
- Integrated API Endpoints for the application using JavaScript and PHP
- Deployed application on its own domain using Microsoft Azure

Productivity Manager — JavaScript (MERN Stack, REST API)

March 2023 — April 2023

- Founded a web application to help users manage productivity through documentation
- Utilized MongoDB to set up application data schemata
- Implemented API Endpoints for the application using Express.js and RESTful APIs

Skills

Languages: Java, JavaScript, Python, C#, C, SQL, HTML5, CSS, Lua

Technologies: Electron.js, Express.js, Node.js, jQuery, Tkinter, MySQL, Git, MongoDB, Jira, REST

Extracurriculars

The National Society of Leadership and Success Member

January 2023 — Present

- Attended meetings and gained important leadership insights

Robotics Club Member

August 2016 — June 2020

- Built and programmed robots with Java to compete in the First Tech Challenge and the First Robotics Competition
- Advanced to the FTC world championship in Houston, TX in 2018