

Daniel Miller | Software Developer

+1 (312) 477 - 6055 | daniel@matv.io | [LinkedIn](#) | [Github: syntheit](#)

Skills & Abilities

Programming Languages: Javascript,

Typescript, HTML/CSS, Sass, Java, Python, C++,
bash/zsh

Libraries/frameworks: React.js, Angular,

Node.js, Express.js, TailwindCSS, PrimeNG,

Next.js, Gatsby.js, styled-components, OpenCV

Design: Figma, Affinity Designer, Premiere Pro

Other: Docker, Firebase, Git, Algolia, Jira, Agile,
Linux

Human Languages: English (native), French
(certified B2/upper intermediate), Ukrainian
(conversational), Russian (conversational)

Experience

Software Developer

UncommonX — July 2021 - August 2022

Throughout my time at UncommonX I worked with Angular, PrimeNG, Typescript, Docker, Python, bash, and Linux across a wide array of projects including making improvements in the companies' customer portal. I started as a summer intern and was invited back to work for two additional summers and part time throughout my senior year of high school.

Fitness Desk Attendant

Sachs Recreation Center — August 2018 -
January 2020

I maintained the cleanliness of the fitness floor and assisted members.

Education

Rensselaer Polytechnic Institute — Bachelor of Computer Science — August 2022 - Present

Lake Forest High School — August 2018 - May 2022

Projects

Binary Bit - <https://www.dev.binarybit.io>

React.js, Typescript, Next.js, TailwindCSS, Sass,
Figma

Course Review -

<https://www.coursereview.matv.io>

Firebase, Algolia, React.js, Javascript, Express.js,
styled-components, Figma

Need For Speed Robotics -

<https://needforspeedrobotics.vercel.app>

React.js, Javascript, Gatsby.js,
styled-components, Figma, Java, OpenCV

Custom Utility Scripts -

<https://github.com/syntheit/scripts>

bash