

BALLYN MILLER

STAFF SOFTWARE ENGINEER

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Frontend Engineer with 12+ years of experience designing and developing high-performance, scalable, and maintainable web applications. Proven expertise in building reusable user interface components with modern frameworks including React.js and Next.js. Skilled in architectural design for complex front-end systems, performance optimization, and writing testable code.

WORK EXPERIENCE

STAFF SOFTWARE ENGINEER

OCT 2022 – OCT 2024

TECHSTYLE OS (JUSTFAB) – REMOTE

E-commerce Platform for Fashion Brands

- Leveraged HTML5, CSS, and JavaScript to develop high-performance, reusable, and accessible UI components, ensuring WCAG compliance for improved shopping experiences.
- Enhanced front-end architecture using React.js optimizations such as code splitting and lazy loading, resulting in faster initial load times for thousands of users.
- Translated Figma designs into responsive, mobile-first interfaces, creating seamless shopping experiences.
- Enhanced data retrieval performance by integrating GraphQL on Product Detail and Listing pages, reducing latency and improving catalog browsing.
- Streamlined theme management for multiple brands using Styled-Components, enabling faster updates and consistent branding.
- Collaborated with product managers, designers, and backend engineers to deliver new e-commerce features, accelerating release cycles by 20%.
- Mentored 8+ developers through code reviews and onboarding, improving team productivity and fostering technical growth.
- Led React Native initiatives, optimizing mobile app onboarding processes and shortening development timelines.
- Delivered a cost-saving AppCenter replacement, reducing mobile ecosystem expenses by \$15,000 annually.

SOFTWARE ENGINEER

JUNE 2019 – OCT 2022

SS&C ADVENT – JACKSONVILLE, FL

- Designed and implemented U/I feature sets using React.js, Typescript, HTML5, and CSS that were highly performant, scalable, and reusable.
- Transitioned React components to TypeScript. Converted class components to functional components, enhancing code readability and reusability.
- Migrated Redux API flow to GraphQL, optimizing backend interactions for better performance.
- Deployed internal NPM modules using GitHub Actions and Jenkins, streamlining CI/CD pipelines.

INSTRUCTOR

JAN 2020 – MAY 2021

FULLSTACK ACADEMY – REMOTE

- Designed and delivered a full-stack JavaScript curriculum, using React.js, Node.js, Express, and MongoDB.
- Mentored aspiring developers, many of whom successfully transitioned into industry roles.

SOFTWARE ENGINEER

RACKSPACE – REMOTE

SEP 2013 – FEB 2019

- Modernized legacy applications by integrating Knockout.js, Python, and Cassandra, improving maintainability and scalability.
- Transitioned APIs to AWS microservices, enhancing scalability and reliability for cloud-based operations.
- Incorporated D3.js charts to display CDN operating cost and usage.

SOFTWARE ENGINEER

MORRIS TECHNOLOGY - STATESBORO, GA

MAY 2011 - SEP 2013

- Engineered and delivered key features for a proprietary drag-and-drop page editor, leveraging JavaScript for dynamic interactions, Python and Django for robust backend services, and MySQL for efficient data management.
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EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

AUG-2007 – JULY 2012

GEORGIA SOUTHERN UNIVERSITY