

CLAIRE MILLER

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EDUCATION

Iowa State University | B.S. Software Engineering | Hospitality Management Minor

Expected: December 2026

EXPERIENCE

Product Management Co-Op | Delta Airlines | Atlanta, GA

January 2025 – August 2025

- Led design and delivery of an internal automation system eliminating 800+ manual work hours per month, generating ~\$150K in annual cost savings.
- Acted as product owner for automation initiatives; gathered requirements, wrote user stories, prioritized backlog, and drove execution with engineering teams.
- Built real-time KPI dashboards using SQL, Excel, and VBA to support leadership decisions and optimize operational resource allocation.
- Owned end-to-end product lifecycle from ideation through launch, conducting user interviews, A/B testing dashboard features, and iterating based on feedback.

Co-Founder • Product Manager / Frontend Developer | Farm to Table

October 2025 – Present

- Leading the development of an early-stage platform connecting consumers with local farmers for bulk beef purchases.
- Designing the UI/UX, creating wireframes, and building frontend components using HTML, CSS, and JavaScript.
- Collaborating with a small engineering group to plan the MVP, align on technical constraints, and iterate on layout, user flows, and core functionality.

Software Engineering Peer Mentor | Iowa State University | Ames, IA

March 2025 – Present

- Teach software engineering fundamentals to 40+ first-year students through lectures and hands-on lab instruction.
- Partner with faculty to improve onboarding processes and foster an inclusive learning environment.
- Facilitated collaborative learning sessions focusing on problem-solving approaches, algorithm optimization, and system design concepts.

Software Engineering Intern | Sukup Manufacturing Co. | Sheffield, IA

May 2023 – August 2023

- Developed internal software tools using VBA and SQL, reducing manual data entry time by 30% across manufacturing and inventory workflows.
 - Built automated macros and test scripts, cutting manual testing and reporting effort by 40%.
 - Optimized SQL queries to improve system performance and documented tooling for long-term adoption.
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PROJECTS

Campus Connect | Android Developer

October 2023 – December 2024

- Built Android mobile frontend in Java using Android Studio, integrating REST APIs with a Spring Boot backend and MySQL database.
- Implemented AI-powered club recommendation UI and coordinated API contracts with backend engineers.
- Improved usability and performance through modular UI components and clean architecture practices.

Turn-Based RPG Game | C / C++ Developer

January 2024 – May 2024

- Built a Pokémon-inspired RPG in C / C++, using object-oriented design, game logic, and user interaction features.
 - Designed turn-order system using heap data structure and implemented pathfinding algorithms for NPC movement.
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SKILLS

Languages: Java, Python, C, C++, SQL, JavaScript, VBA

Frameworks / Tools: Spring Boot, React, Node.js, Android Studio, MongoDB

Product & Data: SQL, Excel, Tableau, Power BI, User Stories, Roadmapping

Domains: Mobile App Development, Web Development, Databases