

DARIEN MILLER

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EDUCATION

Brooklyn College, City University of New York

Expected Graduation - May 2021

Bachelor of Science in Computer Science | GPA: 3.0 / 4.0 | Major GPA: 3.1 / 4.0

Relevant Coursework:

Analysis of Algorithms, Data Structures, Discrete Math, Web Applications, Computer Architecture

SKILLS / QUALIFICATIONS

Programming Languages: C++ (C++11, C++14, C++17), Golang, JavaScript, Java, HTML5, CSS3, SQL

Technologies: Simple and Fast Media Library, Heroku, Git, PostgreSQL, MySQL, MongoDB, NodeJS, ExpressJS, SequelizeJS

PROJECTS

Golang Messenger | February 2020

- Full stack messenger application built using HTML, CSS, Javascript, Golang, socket.io and PostgreSQL. Users can publicly and privately message other users and create new group chats and invite other users to join them.

GameOn: Social Media for Gaming Enthusiast | December 2020

- Built a React web application in a team of 3, allowing users of similar gaming tastes to connect with each other.
- Demoed project to a crowd of over 100 people on Zoom, which included industry professionals.
- Used Express to serve the application and host the RESTful API and utilized Sequelize.js to easily create and manipulate a PostgreSQL database.

Twitter Clone | November 2020:

- Built a full stack web application using HTML, CSS, JavaScript, Golang, the Echo framework and MongoDB to allow users to create and add posts to a dashboard, which will log the date in which each post was added.

NASA Astronomy Picture of The Day API | October 2020:

- Built a full stack web application using HTML, CSS, Golang and the Gin HTTP framework to retrieve data from the NASA website detailing information about their daily picture and display the information onto a dynamic web page. Users can input a date into an input box to retrieve an astronomy picture corresponding to the date they entered.

Simple and Fast Media Library (SFML) Game Engine | February 2020:

- Implemented a simple Game Engine in C++ to aid in development of SFML games. Current Utilities include a game state and resource manager, animation handler, utility functions, a timer, and a frame rate counter.

EXPERIENCE

Software Engineer Fellow

June 2020 - Present

CUNY Tech Prep, New York, NY

- Selected for a technical training program, as one of 183 students out of 400+ applicants
- Learn in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD

Private Java and C++ Computer Science Tutor

September 2019 - Present

Brooklyn, NY

- Appointed by several peers to tutor three Junior computer science majors concurrently. Using primarily Java and C++, topics included Orientated programming and Data structures were taught using comprehensive lesson plans.
- By incorporating various methods of teaching, each student was able to pass both their midterm and final exam and complete difficult assignments in a timely fashion.

Computer Science Tutor

February 2018 – May 2020

CUNY Tutor Corps, New York, NY

- Tutored twenty middle school and over a hundred high school students using Code.org and the Snap graphical programming language, focusing on introductory programming concepts such as if-else statements, loops, variables, and functions.
- Developed and implemented teaching methods that accommodated the learning styles of over seventy students across seven different classes, allowing for improved grades at the end of each marking period.

AFFILIATIONS

Member, Brooklyn College Computer Science Club

September 2017 - Present