DARIEN MILLER

(917) – 685 – 1282 **|** [darienmiller88@yahoo.com](mailto:darienmiller88@yahoo.com) **|** linkedin.com/in/darien-miller **|** [github.com/darienmiller88](https://github.com/MyProgrammingFiles/Darien-Miller-cpp-files.git)

**EDUCATION**

**Brooklyn College**, **City University of New York**                   Expected Graduation - December 2020

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

**Relevant Coursework**:

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

**SKILLS / QUALIFICATIONS**

**Programming Languages:**  C++(C++11, C++14, C++17), Java, Go, Python, C#, SQL, HTML5, CSS3

**Technologies**: SFML, CMake, Java Swing, Unity, Bootstrap, Git, MySQL, Boost, Familiar with Flask and QT Creator

**Applications:** Proficient inMicrosoft Word, PowerPoint, and Excel

**PROJECTS**

**HackNY 2019 – CUNY Board |** HTML, CSS, Java, Drop Wizard, MySQL**:**

* Assisted in the back end development of a full stack web application. Served as an idealized improvement to the current iteration of CUNY Black Board.
* Implemented login and signup features which saves users into a MYSQL database.

**SFML Game Engine|** C++, SFML**:**

* Simple Game Engine to aid in development of SFML games. Current Utilities include a game state and resource manager, animation handler, convenient mathematical functions, a timer and a frame rate counter.

**Chat Messenger |** C++, SFML**:**

* Cross - platform console messaging app using SFML networking utilities and TCP sockets to connect users. Allows several clients to connect to a server, and send messages to each other in a client - server model.

**Sorting Algorithms Visualized |** C++, SFML**:**

* Built a cross - platform desktop app that showcases several different sorting algorithms in real time.
* Users are prompted with a menu that allows them to choose which algorithm they want to view, and once the sorting has proceeded, they will be able to pause and resume the animation, and return to the main menu.

**CUNY Hackathon 2018 |** HTML, CSS, Bootstrap**:**

* Coordinated the process, direction and final product for a Website. This project was created with the intent of using the google maps API to assist male victims of domestic violence in finding shelters near them.

**EXPERIENCE**

Private Computer Science Tutor, Brooklyn, New York                          September 2019 – Present

* Personally hired and recommended by several peers to tutor three computer science majors concurrently. Adapted methods of extracting and interpreting problems to captivate them and guarantee success in their classes.
* Created comprehensive lesson plans and incorporated various methods of teaching, ensuring each student was able to pass their midterm exam and complete difficult assignments in a timely fashion.

CUNY Tutor Corps, Brooklyn, New York                          February 2018 – Present

***Computer Science Tutor***

* Tutored twenty middle school and over a hundred high school students, aiding them greatly in classwork, homework and exam reviews, resulting in increased levels of confidence, and understanding of the subject matter.
* Developed and implemented teaching methods that accommodated the learning styles of over seventy students across seven different classes, allowing for improved problem solving skills.
* Evaluated and documented each student’s progress, areas of weakness and offered specialized assistance to students who required extra help.

**AFFILIATIONS**

***Member,*** Brooklyn College Computer Science Club September 2017 – Present