

# DANIEL MILLER

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PORTFOLIO

GITHUB

LINKEDIN

## SKILLS

React, Redux, JavaScript, Node.js, Express, HTML5, CSS3, SQL (PostgreSQL), Python, Flask, Docker, Git

## PROJECTS

**InstaVibes** (Flask, SQLAlchemy, ReactJS, Redux, PostgreSQL, AWS S3, Draft.js, Heroku)

[live](#) | [github](#)

*An eye-catching clone of Instagram where users can share images while controlling their feed through follows*

- Devised the image posting process using AWS S3 to facilitate user uploads, and dynamically render images to user feed resulting in reduced server load and improved user experience
- Established a robust notification system that gathers data from various PostgreSQL tables and loads it into the Redux store based on view status allowing users to view interactions other users have made with them, such as tagging and following
- Designed an algorithm for real-time querying on key strokes, to create unique friend and hashtag suggestions as the user tags a post or creates a new hashtag

**Fantasy** (Express, Sequelize, ReactJS, Redux, PostgreSQL, AWS S3, Draft.js, Heroku)

[live](#) | [github](#)

*A Twitter inspired fantasy football web app that allows users to view content modeled around their team*

- Incorporated a custom rich text editor, using Draft.js as the post input, allowing the server to parse through the relevant entities and generate the appropriate mentions and tags all while maintaining proper formatting upon successful post
- Designed an algorithm for a dual-follow system allowing users to follow both other users as well as players on their fantasy football team in the form of hashtags, which determine content on the user's current feed
- Created a responsive search feature which queries the database using Sequelize which enables a user to find posts and accounts that match either username or hashtag

**funki** (ReactJS, Three.js, React Three Fiber, WebAudioAPI, Heroku)

[live](#) | [github](#)

*A 3D music visualizer where users interact with an audio track brought to life in an electrified forest environment*

- Utilized WebAudioAPI to gain access to the full frequency spectrum of the current audio upon every new frame render in order to produce a visualization of different frequencies in the form of reactive objects
- Designed a first-person frontend experience using Three.js immersing the user in a song of their choice
- Combined geometries and materials to create meshes to be used as visuals in the 3D space

**Forget Me Not** (Express, Sequelize, AJAX, Heroku)

[live](#) | [github](#)

*A single-page task managing web app based on Remember The Milk, using only vanilla JavaScript to operate client-side*

- Implemented multiple custom sorting methods in order to list all of the tasks in the users preferred choice
- Built a seamless task adding, completing, and updating system with AJAX to ensure a no refresh experience without using outside libraries

## EXPERIENCE

### Restaurant Manager

*P.T.'s Olde Fashioned Grille*

May 2015 - Sep 2020

- Oversaw and trained a team of employees to perform at one of the highest rated and most visited restaurants in the area while also performing as lead cook, both of which resulted in decreased labor costs
- Maintained relationships with various distributors by effectively managing inventory of food and other products, ensuring no shortage or product waste, improving customer loyalty
- Created weekly staff schedules by referencing past business trends while working closely with employees' needs in order to improve staff satisfaction and keep the store fully staffed to reduce customer wait times

## EDUCATION

**Web Development** - App Academy | September 2020

**Computer Science** - North Carolina State University | 2013-2015

**Chemical Engineering** - North Carolina State University | 2011-2013