

Daniel Miller

Technology leader, designer, front-end developer

I am passionate about the craft of software development. I believe good design comes from a focus on *how it works* not just *how it looks*. I believe simplicity is the most important component of quality design. [email](#) / [blog](#) / [github](#)

Experience

Cofounder, Director of curriculum, Minecraft U

2014 to present

- [Minecraft U](#) focuses on teaching problem-solving and programming techniques in a safe, encouraging ecosystem centered around Minecraft.
- [View the curriculum](#).

CTO, Modern Message

2013 to present

- I lead a team of 5 full-stack Ruby on Rails developers.
- I lead product design and development

Cofounder, Front-end developer, Extra Sauce

2011 to 2012

Designer, Front-end developer, Collecta

2009 to 2011

- Designed various components of the real-time search engine product

Various experience in technology and entrepreneurship

2001 to 2009

See [LinkedIn](#) for a complete work history.

Level 8 Systems

1999 to 2001

- Wrote training materials for all Level 8 middleware products
- Co-wrote the book “MSMQ From Scratch”
- Delivered training worldwide

Education

- BS in Psychology from the University of Arizona
- Emphasis and research assistance in Organizational Psychology