# Dan **Miller**

Software Engineer · Lifelong Learner · Game Developer

✉ dsmiller95@gmail.com   |   ⌂ www.fraculation.com   |   ⌨ dsmiller95   |   in the-daniel-miller

*"Be the change that you want to see in the world."*

## Summary

Lead cloud engineer at financial startup Dispute.com. Provided technical leadership and onboarded a team of 3 engineers, building a strong culture of documentation and testing. 8+ years of varied experience in software engineering specializing in backend development, software architecture, and real time applicatons. Strong communication skills, with a proven track record of leading teams to clarity on future and current products.

I love to learn new languages as well as deep learning every detail of more frequently used tools. Currently learning Rust, Bevy, and Vim. Specialist in C#, dotnet core, Unity, and Terraform. Excited by working with highly performant and reliable software with passionate teammates.

## Work Experience

### Dispute.com
*Milwaukee, Wisconsin (Remote)*

Senior/Lead Software Engineer — *Feb. 2023 - Present*

- Designed and developed secure and scalable systems for a young startup using Azure (App Service, Sql Server, Functions, Application Insights, Entra Id, AAD).
- Introduced Auth0 for client authentication and authorization, automated management via Terraform.
- Created extensible system to manage integrations with CRMs and Chargeback Protection platforms (Konnektive, Sticky, Ethoca, Verifi)
- Build foundational engineering practices to support a small team.
- Created CI/CD pipelines in GitHub Actions which deployed applications via Terraform and released internal shared Nuget and NPM packages.

### Flite Golf & Entertainment
*Milwaukee, Wisconsin (Remote)*

Unity Implementation Specialist — *Seb. 2022 - Feb. 2023*

- Provided company-wide guidance on C# and Unity best practices as the resident Unity expert.
- Reduced build times by splitting project code into assembly definitons.
- Introduced unit tests to an untested codebase.
- Implemented extensible logging solution supporting both cloud-based analytics and local file logging.
- Introduced Azure Application Insights to capture logs and debug all deployments across all facilities.
- Managed on-site deployment of 36 Unity-based golf simulators, and Flite's client relationship with the independent facility.
- Built foundation for disciplined QA practice by designing standarized test cases.
- Led towards a culture of documentation and collaboration by creating a knowledge base and onboarding guide.

### Centare (Milwaukee Tool)
*Milwaukee, Wisconsin*

AWS Cloud Engineer — *Jan. 2021 - Jun. 2021*

- Used CQRS and Event Sourcing to build an ETL pipeline from Sql Server into Elasticsearch
- Learned AWS Lambda and the Kinesis Consumer Library in Python to build a serverless data pipeline
- Skills: Python • Terraform • Docker • C# • AWS Lambda • Dynamodb • Kinesis

### Centare (Symplr Cactus)
*Milwaukee, Wisconsin*

Full Stack Angular Developer — *Sep. 2019 - Dec. 2020*

- Modernized existing web applications into Angular Single Page Applications.
- Onboarded two offshore teams to work inside the new project ecosystem.
- Skills: Angular • Typescript • RxJS • Cypress • C# Web API • Agile

### Centare (API Healthcare)
*Milwaukee, Wisconsin*

Cloud Engineer, Angular Application Developer — *Aug. 2017 - Seb. 2019*

- Converted legacy C# on-premise modules to run on the Azure cloud.
- Managed automated build and deployment in Jenkins.
- Worked on Time and Attendance software used by hospitals across US and Canada.
- Documented and led design decisions for Angular appliations.
- Worked in an organization of 6+ other teams.
- Onboarded new team members to support Angular applications by creating a knowledge base and one-on-one mentoring

### Brady Corporation
*Seoul, S.Korea*

IT Development Intern — *Jun. 2015 - Dec. 2016*

# Honors & Awards

## International Awards

| | | |
|---|---|---|
| 2021 | **2nd Place**, AWS ASEAN AI/ML GameDay | *Online* |
| 2020 | **Finalist**, DEFCON 28th CTF Hacking Competition World Final | *Las Vegas, U.S.A* |
| 2018 | **Finalist**, DEFCON 26th CTF Hacking Competition World Final | *Las Vegas, U.S.A* |
| 2017 | **Finalist**, DEFCON 25th CTF Hacking Competition World Final | *Las Vegas, U.S.A* |
| 2014 | **Finalist**, DEFCON 22nd CTF Hacking Competition World Final | *Las Vegas, U.S.A* |
| 2013 | **Finalist**, DEFCON 21st CTF Hacking Competition World Final | *Las Vegas, U.S.A* |
| 2011 | **Finalist**, DEFCON 19th CTF Hacking Competition World Final | *Las Vegas, U.S.A* |

## Domestic Awards

| | | |
|---|---|---|
| 2021 | **2nd Place**, AWS Korea GameDay | *Seoul, S.Korea* |
| 2015 | **3rd Place**, WITHCON Hacking Competition Final | *Seoul, S.Korea* |
| 2017 | **Silver Prize**, KISA HDCON Hacking Competition Final | *Seoul, S.Korea* |
| 2013 | **Silver Prize**, KISA HDCON Hacking Competition Final | *Seoul, S.Korea* |

## Community

| | |
|---|---|
| 2022 - | **AWS Community Builder (Container)**, Amazon Web Services (AWS) |
| 2022 - | **HashiCorp Ambassador**, HashiCorp |
| 2018 - | **Organizer of HashiCorp Korea User Group**, HashiCorp |

# Certificates

| | |
|---|---|
| 2023 | **AWS Certified Advanced Networking - Specialty**, Amazon Web Services (AWS) |
| 2022 | **AWS Certified Security - Specialty**, Amazon Web Services (AWS) |
| 2022 | **AWS Certified Solutions Architect – Professional**, Amazon Web Services (AWS) |
| 2021 | **AWS Certified SysOps Administrator – Associate**, Amazon Web Services (AWS) |
| 2020 | **Certified Kubernetes Application Developer (CKAD)**, The Linux Foundation |
| 2023 | **HashiCorp Certified: Consul Associate (002)**, HashiCorp |
| 2023 | **HashiCorp Certified: Terraform Associate (003)**, HashiCorp |

# Education

**MSOE** *Milwaukee, Wi*

B.S. in Software Engineering *Sept. 2012 - May 2017*

- Some stuff happened.