Dan Miller

Game Dev Enthusiast + Amateur Cook + Lifelong Learner

"Keep **learning** through **mentoring**."

linkedin.com/in/the-daniel-miller/
fraculation.com

SKILLS

Backend/Systems

- C# , .Net Web API
- SQL, Entity Framework
- NodeJS
- Terraform, Docker
- Python

Frontend

- Angular, React
- Typescript
- Jasmine, Jest, Karma
- Cypress
- RxJS, NgRX

Project management

- Git
- Agile Methodology
- AWS infrastructure
- Azure Devops
- Jenkins

EDUCATION

BS Computer Software Engineering
Milwaukee School of Engineering | 2017

EXPERIENCE

Seeb Defender fraculation.com/blog/seeb-defender-project/
12/26/2020 – Current

- Solo developed game, combining tower defense, roguelite, and farming simulator genres
- Skills: C#, Real time optimization, Unity3D

AWS developer @ Milwaukee tool
01/11/2021 – 06/18/2021

- Migration to elasticsearch from Sql server using Kinesis Consumer Library and AWS Lambda in a CQRS pattern
- Skills: C#, Python, Typescript, Kinesis, AWS Lambda, Git, Terraform, dynamodb

Full Stack Angular Developer @ Symplr Cactus
09/17/2019 –12/23/2020

- Modernized existing forms and develop new application-wide form extensions
- Onboarded two offshore teams to work inside the project ecosystem
- Skills: C#, WebAPI, Typescript, RxJS, NgRx, Angular10, Cypress, Jest, Agile/SAFE, Git

Angular Application Developer @ API Healthcare
08/20/2018 – 09/13/2019

- Built a Time and Attendance Scheduling application with six other teams
- Owned design decisions made while creating these applications
- Onboarded new teams by creating documentation and one on one mentoring
- Skills: C#, WebAPI, SQL, Agile/SAFE, Perforce, Git, Angular, Jasmine

Cloud Developer @ API Healthcare
08/28/2017 – 08/17/2018

- Worked on Time and Attendance software used by hospitals across US and Canada
- Modernized legacy (>10yr old) C# modules to run more efficiently in the Azure Cloud
- Managed automated builds via Jenkins hooked into Git or Perforce