# George Myers Miller

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## Objective

Be part of a team that designs and implements clean, tested, and modular software systems.

## Traits

- Highly motivated self-learner and strategic problem solver.
- Clean code fanatic; dedicated to understandable and logical system design.
- Great teamwork and explanatory skills.

## Education

**New York University**, New York, NY
> Bachelor of Arts in Computer Science, May 2016
> Minor in Web Programming and Applications
> GPA: 3.7

## Projects

**Github** – https://github.com/george-miller
> Holds source code for all of my projects.

**Portfolio** – http://george.millercodes.com/
> Hub for links and general information about me.

**Personal Server** – http://gmmotto.ddns.net/
> Hosted from my home with a re-purposed computer.  Highlights complex web development and database integration skills.

**Thought Process** – http://gmmotto.ddns.net/phoenix
> Showing my reasoning and decision making as I analyze, design, and implement an application.

## Employment

**Millercodes LLC**
**Founding Member**, January 2015 – Present
> Developed and published two games on the Google Play Store: Pucks and Icarus.

**Hostel.ly**, New York, NY (renamed to SwitchBoard) https://switch.cm/
**Tech Lead**, March 2015 – August 2015
> Organized and administered tasks through scrum as manager of an 8 person off-shore development team (including server administrator) creating a web application.  Supervised and troubleshot source code control system as git gatekeeper introducing new git work-flow using feature branches.  Oversaw implementation of analytics and tracking into our application during product launch and first sales.

## Skills

**Languages** (in order of experience)
> Java, Python (with Django & Pygame), C, Javascript (with Nodejs & jQuery), HTML, CSS, C#, C++, SML, PHP

**Operating Systems** (in order of experience)
> Ubuntu, Mac, Windows

**Extensive Experience with**
> Git, Unix command line, Apache Web Server, Unity Game Engine,  Neo4j, MySql, MongoDB, Scrum