George M. Miller

Mobile# 1-917-855-2009

Education

Greenwich High School, Greenwich, CT
> Attended from August 2009 to June 2013

Senior at New York University, NYC (current GPA: 3.6)
> Attended from August 2013 to now – ZBT Execute Position: Risk Manager (Spring 2015 to Fall 2015)

Products

http://george.millercodes.com/
> I built and currently maintain this website. (Built May 2015)

https://github.com/george-miller
- Personal Projects I have worked on recently – source code for my websites
- Code for some projects I had to write for classes at NYU
- Python games made with Pygame (a python framework) that were used as a round robin exercise to get me used to coding with my brothers as part of our company Millercodes (see below)

http://gmmotto.ddns.net/george
- A site to show off my more complex website building skills with complete database integration
- Hosted from my home with an old computer I made into a server
- Django (a python web framework) and Node.js (a JS web framework) to manage databases and requests

Previous Employment

Project Manager at the start-up: Hostel.ly (March – August 2015) http://demo.hostel.ly http://hostel.ly
- Managed creation of property management software for hostel managers (a web application)
- Managed off-shore development team (varying number of developers, max: 8 developers)
- Served as sole project manger overseeing all development
- Oversaw product launch and first sales
- Implemented analytics and tracking into our application
- Git gatekeeper – introduced new git workflow using feature branches
- Managed off-shore network administrator, dealing with server managment and database issues
- Agile Development Process, specifically Scrum

Founding Vice President of Millercodes LLC
> I founded a company with my brothers to develop mobile games, we have published 2 games on the Google Play Store: Pucks and Icarus (4 members total) (Founded: January 2015)

Skills

Experience with Scrum
> Agile Software Development Process used for organization and management of application development

Languages (in order of preference)
> Python (with Django, Pygame), ML, Java, C, Javascript (with Nodejs, jQuery), C#, C++, HTML, CSS, PHP

Systems
> Windows, Mac, Linux – I use all three on a daily basis

Engines/Programs
> Neo4j, MongoDB, Unix style command line, Unity Game Engine, Photoshop, InDesign, Illustrator, git and svn

Other Employment

Lifeguard at various Pools
> This was my main job throughout high school summers

Construction (Contractors Assistant)
> Manual Labor (painting, Sheetrocking, framing, cleaning demolition) as a summer job

Tutoring
> I tutored many peers (including ZBT brothers) throughout high school and college in math and computer science