

# George M. Miller

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## 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)

## Projects

<http://george.millercodes.com/>

My portfolio website, it is the hub for all information about me. I built and currently maintain this website.

<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 manager 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 management 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

Languages (in order of experience)

Java, Python (with Django & Pygame), Javascript (with Nodejs & jQuery), HTML, CSS, C#, C, C++, ML, PHP

Systems

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

Engines/Programs (in order of experience)

Unix style command line, git, Unity Game Engine, MySQL, Neo4j, MongoDB, Photoshop, InDesign, Illustrator

Web Server Management

I setup and maintain an Apache server that hosts <http://gmmotto.ddns.net/>, I also managed servers for my internship

Experience with Scrum (Agile Software Development Process for organization and management of software development)

## Other Employment

Lifeguard at various Pools

This was my main job throughout high school summers

Construction (Contractors Assistant)

Manual Labor (painting, sheet-rocking, 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