

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://georgemyersmiller.com/>

Highlights complex web development and database integration skills.

Thought Process – <http://georgemyersmiller.com/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/>

Project Manager, 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