

# George Myers Miller

10240 Rifle Street,  
Commerce City CO 80022

Email: [geo.m.miller@gmail.com](mailto:geo.m.miller@gmail.com)  
1-917-855-2009

## 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://www.georgemyersmiller.com/>

Highlights complex web development and database integration skills.

**Thought Process** – <http://www.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/>

**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