

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 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

Experience with Scrum

Agile Software Development Process used for organization and management of application development

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

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