

# George M. Miller

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## Education

Greenwich High School, Greenwich, CT

Attended from August 2009 to June 2013

New York University, NYC (current GPA: 3.7)

- May 2016 candidate for Bachelors in Computer Science with Web Programming and Applications minor (August 2013 – present)
- ZBT Executive Position: Risk Manager (January 2015 – December 2015)

## Projects

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

My portfolio website. I built and currently maintain this site.

<https://github.com/george-miller>

- Phoenix game made with Java Applet and a document entailing my thought process
- Source code for all my websites
- Code for some projects I made for classes at NYU
- Python games made with Pygame (a python framework)

<http://gmmotto.ddns.net/george>

- A site to highlight my more complex website building skills with complete database integration
- Hosted from my home with a repurposed computer
- Programs/Frameworks used: Django, Node.js, Mongo DB, Neo4j DB, HTML, CSS

## Previous Employment

Project Manager at: Hostel.ly, a startup creating software for hostel managers (March – August 2015)

- Company Sites: <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 Member of Millercodes LLC

Developed and published two 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

Setup and maintain an Apache server that hosts <http://gmmotto.ddns.net/>, also managed servers for my Hostel.ly job

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

## Other Employment

Lifeguard at various Pools

Construction (Contractors Assistant) - Manual Labor (painting, sheet-rocking, framing, cleaning, demolition)

Tutoring – I tutored many peers throughout high school and college in math and computer science