George Myers Miller

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Summary

Highly motivated self-learner and strategic problem solver who is looking to be part of a team that designs and implements clean, tested, and modular software systems. Wide range of experience from server/infrastructure management to implementing complex software systems.

Employment

CA Technologies Boulder, CO
Software Engineer, June 2016 – June 2018

- Built a tool for deploying and maintaining a [Kubernetes](#) cluster on AWS
- Was on-call for managing the infrastructure and customers for said Kubernetes cluster
- Built web application for work management much like Google Inbox using typescript and react
- Interviewed large array of candidates (~50) for various levels of software positions
- Mentored two junior developers
- Wrote substantial technical documentation

Millercodes LLC
Founding Member, January 2015 – March 2016

- 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 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

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 – http://github.com/george-miller
Holds source code for all of my projects.
Linked – https://www.linkedin.com/in/george-miller-89291a54/
Recommendations from former coworkers.
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

Skills

Languages (in order of experience)

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

Extensive Experience with

Git, Unix command line, Kubernetes, Unity Game Engine, MySql, MongoDB, Scrum/Agile practices