

George Myers Miller

10240 Rifle Street,
Commerce City CO 80022

Email: 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://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

CA Technologies

Associate Software Engineer, June 2016 – Present

Worked on teams creating web applications and other software

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 scrum as manager of an 8 person off-shore development team (including server administrator) creating a web application. Supervised and troubleshoot 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, C, Javascript (with Nodejs, React, Redux, jQuery), Python (with Django & Pygame), HTML, CSS, C#, C++, 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