

Hayden Miller

(603)-915-3844 | hdmcuper@gmail.com | linkedin.com/in/hayden-miller | github.com/hmiller024

EDUCATION

University of Utah

Aug. 2021 – May 2025

Bachelor of Science in Computer Science

Salt Lake City, UT

Relevant Courses

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|----------------------------------|--|---------------------------|
| * Algorithms and Data Structures | * Designing Human-Centered Experiences | * Mobile App Development |
| * Software Practice | * Computer Systems | * Databases |
| * Computer Graphics | * Computer Networks | * Computer Security |
| | | * Artificial Intelligence |

EXPERIENCE

Database Administration Intern

June 2022 – June 2023

The Echo Group

Conway, NH

- * Designed and implemented stored procedures, tables, and views using Microsoft SQL Server for live production databases
- * Collaborated with live clients to gather requirements and optimize database solutions, ensuring performance and scalability
- * Handled sensitive and confidential data in compliance with HIPAA regulations, supporting the development of secure electronic health records (EHR) systems
- * Monitored, optimized, and maintained SQL Server databases, ensuring high availability and performance in a production environment

PROJECTS

Lua Dojo | *C++, QT, Lua, Git*

- * Developed a Qt-based application allowing users to provide Lua scripts to control player movement and interactions.
- * Implemented core game mechanics in C++, including player movement, collision detection, and level progression
- * Designed and integrated a modular level system, allowing for the creation of complex environments and challenges.
- * Utilized Git for version control, improving collaboration and code management throughout the development process.

Multiplayer Online Snake Game | *C#, MAUI, .NET, Git*

- * Developed an online multiplayer snake game using MAUI and .NET, providing a live, interactive experience.
- * Implemented real-time communication between players using .NET networking, ensuring smooth multiplayer gameplay.
- * Designed the game's logic for player movement, snake growth, and collision detection in C#.
- * Optimized network performance to handle latency and synchronization issues in a live multiplayer environment.

Online Drawing App | *Kotlin, Android Studio, Firebase, Jetpack Compose, Git*

- * Developed a full-stack intuitive online drawing and editing tool using Jetpack Compose for responsive and modern UI.
- * Integrated Firebase for cloud storage, enabling users to save and retrieve drawings across sessions seamlessly.
- * Utilized an SQL database for local data persistence, ensuring fast access and smooth user experience.
- * Collaborated in a team of 3 using Agile methodologies.

SKILLS

Languages: Java, JavaScript/TypeScript, Python, C/C#/C++, SQL, Kotlin, XML, HTML/CSS

Frameworks: React, Qt, .NET, .NET MAUI

Tools: Git, Docker, Firebase, VS Code, Visual Studio, Eclipse, Android Studio

Professional Skills: Strong Communication, Team Collaboration, Agile Methodologies, Full-Stack Development