

# EASTON MILLER | Software Engineer

j.easton.miller@gmail.com • 210-323-3060 • San Antonio, Tx

<https://github.com/jEastonMiller> • <https://www.linkedin.com/in/j-easton-miller/>

Software Engineer with 2 years of experience in full-stack development and a strong background in React, Express, and system design. Recently developed and released Spyglass 1.0 - an open-source Kubernetes dashboard that consolidates monitoring tools into one location.

## TECHNICAL SKILLS

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JavaScript (ES6+) | Typescript | React | Redux | Node.js | Express.js | Next.js | TailwindCSS | PostgreSQL | MongoDB | OAuth 2.0 | Python | Webpack | CI/CD (Github Actions) | TDD (Jest, Supertest) | Kubernetes | AWS EKS | Grafana | Docker

## EXPERIENCE

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### Software Engineer | *Spyglass*

2022 – Current

- Developed the User Authentication and Registration Service by leveraging Passport.js local strategies with Node.js and Express, allowing a secure and seamless login flow that is capable of persisting user sessions for an enhanced user experience
- Built the Data Aggregation Dashboard for development and performance engineering teams to display various Kubernetes cluster metrics, including CPU utilization, memory usage, and networking throughput
- Managed deployment of Prometheus, KubeView, and KubeCost packages to AWS EKS clusters utilizing Helm charts to aid team members in feature development and testing
- Created React components including login forms and nav bars using React Router and MaterialUI to decrease development and rendering time while enhancing site readability creating an intuitive user experience
- Used MongoDB in the development of scalable APIs to store user credentials while maintaining storage reliability and transaction completion resulting in secure and reliable user registration and authentication
- Collaborated with cross functional team members to establish scoping for our core MVP, balancing building scalable and maintainable architecture while delivering the feature set within our target dates for end users
- Partnered with tech accelerator, [OS Labs](#), to develop version 1.0 of an open-source product that has received 95+ Github stars

### Project Manager | *SRO Associates Inc.*

2017 – 2021

- Managed 4 large-scale projects from design stage to installation ensuring projects were completed on time, within budget, and to the highest standard of quality
- Modified CNC cut paths to decrease cutting times by up to 70% while fulfilling project requirements
- Oversaw the development of digital applications for commercial deployment in a guest-focused space
- Collaborated with cross-functional teams to facilitate big picture and detailed design development for project storytelling, resulting in a seamless and holistic experience
- Drafted designer elevations for concept visuals and fabrication drawings for multiple museum exhibits, resulting in clear and accurate design documentation lowering costs by upwards of 5% and increased productivity

## ENGINEERING PRODUCTS

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### Software Engineer (Full Stack) | *Fantasy Football Auction Application*

- Developed 100% of front end UI using React.js for a fantasy football auction application and building components to conditionally render based on one of three user types equating to admin, user, and guest controls for a real-time group experience deployed on Microsoft Azure Static Web Apps
- Using OAuth2.0, registered application with Yahoo! Fantasy Sports API to pull user-specific data and store using server-side caching to reduce API calls to reduce storage costs by at least 30%
- Used Producer and Consumer APIs with Apache Kafka to create and receive user events for real-time lobby updates across different user instantiations

## EDUCATION

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Advanced Immersive Residency for Software Engineering | Codesmith

Bachelor's of Science | Mechanical and Manufacturing Engineering Technology | Texas A&M University