JEFF MCMILLEN

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LinkedIn: https://www.linkedin.com/in/jmcmillencode/
GitHub: https://github.com/jmcmillenmusic
Portfolio: https://jmcmillenmusic.github.io/jeff-mcmillen-react-portfolio/

SUMMARY

Back-End Web Developer specializing in database management and administration with a background in game audio and teaching. Effective at interpreting project needs and integrating seamless internal functionality. Known for taking on leadership roles to drive projects forward and for attention to detail.

TECHNICAL SKILLS

Hypertext Markup Language (HTML5), Cascading Style Sheets (CSS3), JavaScript, GitHub, jQuery, Bootstrap, Bulma, Application Programming Interfaces (APIs), Node.js, Express.js, Insomnia, Object-Oriented Programming (OOP), Jest, Inquirer, Object-Relational Mapping (ORM), RESTful APIs, Structured Query Language (SQL), MySQL, Sequelize.js, Handlebars.js, ESLint, MongoDB, Progressive Web Applications (PWAs), React.js, Apollo GraphQL

PROJECTS

SQL Employee Tracker
GitHub: https://github.com/jmcmillenmusic/sql-employee-tracker
Deployed Link: https://jmcmillenmusic.github.io/sql-employee-tracker
- Database used to track departments, roles, and employees for a business which allows users to view, add, or update departments, roles, and employees
- Responsible for setting up the initial schema, seeding the database, writing and testing SQL queries, and writing and testing Inquirer prompts
- Utilized Node.js, Express.js, SQL, and Inquirer for this project

NoSQL Social Network API
GitHub: https://github.com/jmcmillenmusic/nosql-social-network-api
Deployed Link: https://jmcmillenmusic.github.io/nosql-social-network-api
- Application programming interface which allows users to create, read, update, and delete users, thoughts, and reactions (similar to posts and comments on social media)
- Responsible for setting up the initial schema, seeding the database, writing and testing Insomnia routes, and ensuring full CRUD (create, read, update, delete) capabilities
- Utilized Node.js, Express.js, MongoDB, and Insomnia for this project

ORM E-Commerce Back-End
GitHub: https://github.com/jmcmillenmusic/orm-e-commerce-back-end
Deployed Link: https://jmcmillenmusic.github.io/orm-e-commerce-back-end
- Tech demo that utilizes application programming interface routes to create, read, update, and delete data for an online store
- Responsible for setting up the initial schema, seeding the database, writing and testing Insomnia routes, and ensuring full CRUD (create, read, update, delete) capabilities
- Utilized Node.js, Express.js, SQL, Sequelize.js, and Insomnia for this project

EXPERIENCE

Freelance Game Audio Professional   2013 – 2023
J. McMillen Audio (DBA)   Austin, TX
Fulfilled the vision of game development teams by communicating with developers about their audio needs, adhering to their core design pillars, creating both the audio assets (music and sounds) and the playback systems, and updating these based on client feedback.
Key Accomplishments:
- Shipped 7 titles for a variety of platforms (PC, mobile, and VR)
- Spoke about the game audio craft at local game developer events, college game development clubs, and even at a fan-focused gaming convention
- Partnered with Game Worlds, a local kids' game development camp, to empower students to be able to create their own music/sounds for their games

EDUCATION

Full Stack Web Development Boot Camp Certificate: The University of Texas at Austin, Austin, TX
A 12-week intensive program focused on gaining technical programming skills in HTML5, CSS3, JavaScript, JQuery, Bootstrap, Node.js, SQL, MongoDB, Express, Handelbars.js, and React.js.

Master of Music in Music Composition: Texas State University, San Marcos, TX

Bachelor of Arts in Music Education: The University of Texas at Arlington, Arlington, TX