

# JEFF McMILLEN

Austin, TX | (817) 690-7632 | [jmcmillenmusic@gmail.com](mailto:jmcmillenmusic@gmail.com) | [www.linkedin.com/in/jmcmillencode](https://www.linkedin.com/in/jmcmillencode)

GitHub: <https://github.com/jmcmillenmusic>

Portfolio: <https://jmcmillenmusic.github.io/jeff-mcmillen-react-portfolio>

## FULL-STACK WEB DEVELOPER

Full-Stack Web Developer 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

Model-View-Controller (MVC) Architecture | ESLint | MongoDB

Progressive Web Applications (PWAs) | React.js | Apollo GraphQL

### SELECT ACCOMPLISHMENTS

- Learned relevant web development skills by completing 21 solo projects and 3 group projects during a 12-week-long full-stack coding bootcamp in order to showcase my coding abilities and graduate with a certificate.
- Fulfilled 7 different game developers' requests for music and/or sounds in their games by discussing their projects' needs in-person, creating the necessary music/sounds, and responding to feedback in order to allow them to publish on-time and on-budget
- Developed and improved the Game Worlds game audio curriculum by employing effective teaching practices to create tutorials for music and sound design utilizing easy-to-use software in order to empower students to be able to craft their own game audio

### PROJECTS

#### 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
- Competencies: Node.js, Express.js, SQL, and Inquirer

## PROJECTS (CONTINUED)

### NoSQL Social Network API

**Deployed Link:** <https://jmcmlenmusic.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
- Competencies: Node.js, Express.js, MongoDB, and Insomnia

### MVC Tech Blog

**Deployed Link:** <https://jeff-mcmillen-tech-blog-f37a90b6c5d9.herokuapp.com/>

- Full-stack application that allows users to login/logout, sign up as a user, comment on other users' blog posts, create/update/delete posts, and view all posts
- Responsible for creating the database, writing and testing routes, creating all Handlebars components, and ensuring full CRUD (create, read, update, delete) capabilities
- Competencies: Node.js, Express.js, SQL, Sequelize.js, MVC Architecture, and Handlebars.js

## PROFESSIONAL EXPERIENCE

University of Texas at Austin - Austin, TX

04/2023 - Present

**Earned Full-Stack Web Development Coding Bootcamp Certificate**

J. McMillen Audio (DBA) - Austin, TX

10/2012 - 04/2023

*Freelance business for writing music and creating sounds for games*

### Game Audio Professional

- 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
- 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
- Competencies: Music Composition, Sound Design, Technical Sound Design

## 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.js, 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