Miles Milosevich

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Education

Fowler School of Engineering, Chapman University, Orange, CA

B.S. in Software Engineering and Minor in Neuroscience

Expected Graduation in 2022

Presidential Scholar

Monte Vista High School, Danville, CA — 4.1 GPA Weighted

Graduated in 2018 with Honors

Work Experience

Software Engineering Internship at Arcules

2020

- Contributed to UI framework, performed microservices testing with Docker and Postman
- Developed Slack app for data reporting

Software Engineering Internship at SAP-Eureka

2019-2020

- Performed benchmarking on COTS Machine Learning based OCR/NLP document data extraction models
- Worked with team to develop Google Cloud pipeline for document analysis

Code Instructor at Hackington's

Summer 2019

- Taught K through 8 in Unity, Python, and Javascript
- Miscellaneous IT work as needed

Project Experience

Grand Challenges Initiative, Chapman University

2018-2020

- Wrote white paper on implementation of Machine Learning for securing servers
- Produced VR simulation in Unity designed to test students on lab safety

Game Development for Autism Research

2019-2020

 Chapman research project. Worked with Dr. Louanne Boyd's research team to develop optimized environments for children with autism.

UI Development for Local Businesses

2018-2019

Worked with Chapman UX Society to develop sites for local businesses.

And more: www.github.com/kilometersvi

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Relevant Coursework

Visual Programming
Data Structures
Computer Ethics
Android Programming
Discrete Mathematics I

Machine Learning Challenge w/ HireRight

Jeremy Howard's Deep Learning for Coders (in progress)

Intro to Data Science (Feb 2021)

INCF's Introduction to

Computational Neuroscience (in progress)

Cybersecurity
Introduction to Neuroscience
Data Communications
Software Engineering I-III
DVC's Hardware Engineering
(2017)

Volunteer and Leadership Experience

Senior Patrol Leader / Eagle Scout - Troop 803

2008-2018

• Eagle Scout awarded for building infrastructure for local animal shelters (2017)

Mission Trip Volunteer

2014-2017

- Spent 3 spring breaks building houses for underserved families in Tijuana, Mexico.
- Leader for Build Project in 2016.

Skills

Programming: Python, C#, C++, Java, Python, HTML & CSS, Go, JavaScript
Tools: Git, Linux, Google Cloud Platform, Unity, Jupyter Notebook, Docker, Postman
Electrical/Hardware: Open Source Prototyping, Arduino & Raspberry Pi development
General: Agile Development, Team-Based Development