Luke Miller

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SKILLS SUMMARY

- Programming languages: C++, C#, CSS, Cuda, HTML, Java, JavaScript, MIPS Assembly, Python, React/Native, OpenGL, Oracle SQL, XML
- Experienced in After Effects, AWS, Android Studio, Final Cut Pro, GitHub, Google Admin/Apps, Linux Command Line, Photoshop, Premier Pro, Various IDEs

EDUCATION

Bachelor of Science in Computer Science   July 2021

University of Arkansas, Fayetteville, AR | GPA 3.6

Computer Information Sciences Certification   December 2018

Ozark Technical Community College, Springfield, MO | GPA 3.9

COMPUTER SCIENCE PROJECTS

Portfolio Website   Summer 2021

- Portfolio website to house info about myself and my projects
- Written in HTML & CSS
- Responsive, minimalist design

InventorME   Spring 2021

- Cross platform personal inventory application, utilized computer vision and cloud computing to organize/track personal items and create a holistic view of a person's belongings
- Written in JavaScript for both mobile and web, utilized AWS for backend
- Leader of a 7-person team
- Architect of the entire technology stack, implemented the entire backend and syncing systems for accounts, photos, and item data
- Designed all UI/UX elements for both mobile and web

3D Tetris   Spring 2021

- Utilized texture mapping, 3D objects in space, event mapping, and OpenGL to create a 3D game of Tetris
- Written in C++

GoalE   Fall 2020

- Goal tracking app that generates overall stats for self-set goals
- Written in Java for Android
- Final group project for Mobile Programming, analyzed concepts of mobile computing with restricted resources that required creativity to surmount

Digital 16 Bit CPU   Fall 2019

- Created a digital 16-bit CPU with full adders, and/or gates, MUXs, ALUs, and digital memory
- Written in VHDL
- Input MIPS Assembly instructions

Self-Driving Robot   Spring 2017

- Member of a 3-person team tasked with creating an autonomous robot
- Written in Python
- Employed a Raspberry Pi, a breadboard, two wheels, and an ultrasonic sensor that detected walls/obstacles, and a self-determining algorithm to decide in which direction to go next

More On GitHub

WORK EXPERIENCE

Server, Darden Restaurants, Fayetteville, AR   January 2019 - Present

- Maintained exceptional standards of customer service and efficient workflow during high-volume, fast-paced operations
- Assisted in training new team members on POS systems, effective guest interactions, and efficient workflow strategies

Shipping Manager, Market Technologies, Nixa, MO   August 2015 – March 2019

- Multiple daily concurrent individual & team-based projects
- Strict deadlines from a myriad of big-name vendors
- Trained new interns on effective strategies that condensed time per project

More At lukelmiller.me