

Miles Grossenbacher, Software Developer

(512)-965-9420, mrg498@nyu.edu

LINKS

[Coding Portfolio](#), [LinkedIn](#), [GitHub](#)

PROFILE

Professional Web Developer and Software Engineer committed to designing, building, and maintaining high quality websites and software applications. Experience working with a professional development team and as a single developer in a variety of tech stacks.

EDUCATION

Sep 2015 — May 2020

Computer Science and Music Technology, New York University

New York

GPA 3.537. B.M. Double major in Computer Science. Focus in Software Development, Web Technology, and Digital Signal Processing.

EMPLOYMENT HISTORY

Mar 2020 — Nov 2020

Junior Software Developer, Handoff

Remote

Implemented new features and functionalities for their retailer portal. Wrote backend code in Java within the Spring MVC Framework, SQL queries, frontend code with javascript/jQuery, HTML/CSS/Bootstrap in the Thymeleaf templating engine. Demo/Description in portfolio.

Sep 2017 — May 2019

Production Assistant, NYU Clive Davis

New York

Assisted students with audio engineering/production, studio work-flow, digital-audio workflow, project management, and digital signal processing concepts. Also tasked with general office duties, paper work, and assisting professors and studio technicians.

SKILLS

JavaScript, jQuery, React, Node.js

HTML, CSS, Sass, Web Design Principles

Git/GitHub, Agile, Scrum

Database Design, SQL, MySQL, MongoDB

Data Structures, Computer Algorithms, Problem Solving

Java

C & C++

Python

SOME PROJECTS (VISIT PORTFOLIO TO SEE MORE...)

Jun 2020 — Present

Analog Collective

Remote

Lead front-end developer on [analogcollective.com](#). Designed and styled website. Worked in the Jinja templating engine and wrote front-end JavaScript with jQuery. Demo/Description in portfolio.

Apr 2019 — May 2020

Splash Kid for iOS

New York University

Built a children's arcade style game called Splash Kid for iOS in Swift. Used the SpriteKit framework for animation of sprites and game play. Handled endless world/obstacle generation and collision detection. Demo/Description in portfolio.

Apr 2019 — May 2019

Audio Delay Plugin

New York

A VST Audio Delay plugin with dynamic controls to create feed-forward and feed-back signal loops for the purpose of interesting audio creation. Implemented with C++ in the JUCE framework. Real-time signal processing utilizing frame buffers. Demo/Description in portfolio.