Miles Grossenbacher, Software Developer

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

LINKS

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 or as a single developer in a variety of tech stacks.

EMPLOYMENT HISTORY

Mar 2020 — Nov 2020

Junior Software Developer, Handoff   Remote

Full-stack development in Java and Javascript within the Spring framework. Build out and implement features for retailers to handle customer orders. Examples in my portfolio. Caden Mackenzie (Co-founder), cadenmackenzie@gmail.com

Jan 2018 — May 2019

Production Assistant, NYU Clive Davis   New York

Responsibilities included assisting students with audio engineering/production, studio work-flow, digital-audio workflow, project management, and digital signal processing concepts. Other responsibilities included general office duties, paper work, and assisting professors and studio technicians. Doug Iszlai (Production Center Manager), (917) 789 - 2291

EDUCATION

Sep 2015 — May 2020

Computer Science and Music Technology, New York University   New York

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

SKILLS

JavaScript	Data Structures
React	Computer Algorithms
Node.js	SQL
HTML & CSS	Java
jQuery	C
Git/GitHub	C++
Database Design	Python

SOME PROJECTS (VISIT PORTFOLIO TO SEE MORE…)

Jun 2020 — Present

Analog Collective   Remote

Lead front-end developer on **analogcollective.com**. Designed and styled the site. Worked in the Jinja templating engine and wrote front-end JavaScript with jQuery. Demo/Description in my portfolio.

May 2020 — Nov 2020

Handoff Retailer Portal   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 my portfolio.

Nov 2020 — Nov 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 gameplay. In charge of endless world/obstacle generation and collision detection. Part of an academic class. Demo/Description in portfolio.