

NICK MILLER

Full Stack Software Engineer

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As a full stack developer I am driven to simplify intricate problems. My background in systems level thinking enables me to see the sum of complex interactions. Solving tough challenges inspires me to pursue information with tenacity and confidence, and intuit creative ways to overcome obstacles.

Skills

- Programming Languages: HTML 5, CSS 3, JavaScript, ES6, Ruby
- Libraries and Frameworks: React JS, Node JS, Axios, Tailwind CSS, Mongoose, Express JS, Rails
- Databases: MongoDB, PostgreSQL, SQL, RESTful API
- Tools: Git, GitHub, Figma, Netlify, Heroku, Surge

Software Engineering Experience

Software Engineering Fellow | General Assembly | Remote | Nov. 2021 - Mar. 2022

- **E-Commerce UI - "Needful"**
- **Engineering Tool - "efficient.ly"** - <https://distracted-spence-7982d8.netlify.app/>
 - A browser tool used to accurately size heating load requirements for residential buildings, with real engineering data. **React JS** | **Tailwind CSS** | **Axios** | **Air Table** | **Netlify**
- **Browser Game - "Web of Rogues"** - <https://nickdbmiller.github.io/Web-of-Rogues-Game/>
 - A browser rogue-like adventure game featuring retro aesthetic UI, and procedural level generation. **JavaScript** | **HTML** | **CSS** | **Axios** | **GitHub pages**

Additional Experience

Lead Engineer | Tiny House | Reading, MA | Mar. 2019 - Mar. 2021

- Designed innovative passive solar Tiny House exceeding requirements of residential code

Compliance Coordinator | American Tower | Woburn, MA | Sept. 2018 - Apr. 2020

- Created hazmat emergency maps for 200+ telecoms sites on a collaborative team

Education

General Assembly | Certificate in Software Engineering | Remote | Nov. 2021 - Mar. 2022

University of Massachusetts Amherst | Bachelor's Degree in Environmental Science | Amherst, MA