

# Niall Miner

## Full-Stack Software Engineer

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### EXPERIENCE

#### Software Engineer | WellFence/Drilling Tools Intl.

Nov 2018 – Present | Houston, TX

- › Created entire UI/UX and backend of company web app that is both user-facing, as well as client-facing using Ruby on Rails
- › The site keeps track of over 20,645 unique user information and can handle up to 1.2 requests per second
- › Optimized new user registration process by ~90.8% by utilizing IoT and AJAX calls compared to previous polling methods
- › Generate charts, site rosters, event history, and user compliance digitally using over 3.95 million data points from a live PostgreSQL DB

#### Quality Assurance Tester | Six Foot Games

June 2018 – Oct 2018 | Houston, TX

- › Troubleshooted and tracked bugs found for varying versions of the video game Dreadnought using JIRA and Confluence
- › Implemented pushing/pulling patches and builds to multiple machines to test on different platforms such as PC and PlayStation 4
- › Responsible for the development, maintenance and execution of high-quality specialized testing procedures and support services during the QA process

#### Lead Instructional Media Developer | The Trefny Center

Jan 2016 – May 2018 | Golden, CO

- › Renewed the department's website with a whole new design and functionality, while collaborating with faculty to receive feedback on user experience
- › Improved teaching quality at the Colorado School of Mines by producing supplemental instructional videos and graphics
- › Collaborated with faculty to help them achieve a higher productivity and improve their teaching methods

#### Software Engineer Intern | Deep Space Systems

Aug 2016 – Dec 2016 | Littleton, CO

- › Constructed and tested hardware kits to be used as final products on the Orion Spacecraft
- › Developed bash scripts in Linux environments for command line interaction to run tests and collect automated test results
- › Troubleshooted software problems by controlling cameras remotely through a Linux terminal

### SKILLS

#### Languages

Ruby on Rails, ReactJS, JavaScript, HTML5, CSS3

#### Frameworks & Databases

jQuery, React, Node.js, MySQL, PostgreSQL

#### Platforms

Azure, AWS, Heroku, GitHub/Git, Netlify, WordPress

#### Software

Godot, Unreal Engine, Unity, Android Studio, Adobe Photoshop

### EDUCATION

#### Colorado School of Mines

Aug 2014 – May 2018 | Golden, CO

BS in Computer Science  
Cumulative GPA: 3.641

### PROJECTS

#### Pixelli Mobile App

Application coded in Android Studio that allows for storage and creation of pixel art

#### Order Form OCR

Online shopping API DTI Compass add-on to make it easier for part order creation. RoR app that reads a Schlumberger order PDF and parses the file to show resulting part list for a DTI shopping cart