

Aaron Miller

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EDUCATION

University of Pittsburgh, Pittsburgh, PA

Bachelor of Science in Computer Science and Physics (expected April 2018)

Cumulative GPA: 4.00

Dean's List

Research

Spring 2015

- Worked with Dr. Ken Jordan using Metropolis Monte Carlo algorithms to simulate systems of particles

Research

Summer 2016

- Completed a research internship with Dr. Rupak Majumdar at the Max Planck Institute for Software Systems in Kaiserslautern, Germany
- Worked on a system for distributed collision avoidance in swarms of robots

WORK EXPERIENCE

Agilent Technologies, Wilmington, DE

Summer 2015

Software Development Intern

- Converted a Windows desktop application written in C# to an ASP.NET web application
- The application allowed customers to identify replacement parts for various Agilent instruments based on images of the serviceable areas of the instrument

ACTIVITIES & HONORS

Society of Physics Students, University of Pittsburgh

Fall 2014 - Present

Business Manager

Robotics and Automation Society, University of Pittsburgh

Fall 2014 - Present

Project Lead

Computer Science Club, University of Pittsburgh

Fall 2014 - Present

Member

Math Club, University of Pittsburgh

Spring 2015 - Present

Member

Phi Eta Sigma National Honor Society

Spring 2015 - Present

Member

SKILLS

Programming experience in Python, C, C++, Bash, ROS, Java, C#, ASP.NET, JavaScript, JQuery, SQL, HTML, CSS

PROGRAMMING EXPERIENCE

- Built a quadcopter and programmed the flight controller from scratch in Arduino C++
- Currently working on a team developing an autonomous maze solving robot for a Micromouse competition
- Currently leading teams developing an autonomous rover and a line-following robot
- Built a social networking app for the iOS and Android platforms with a Python server and an SQL database
- Led a team which built and programmed a Lego MINDSTORMS robot using Java to play checkers against a human and win (using a minimax algorithm with alpha-beta pruning for the engine)
- Created a helicopter shooter game using the Unity3D game engine with scripting in JavaScript and C#