

323 E. Veterans Way
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SAMUEL H. MILLAR

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EMPLOYMENT

Computer Science Tutor **ASU's Fulton School of Engineering** **Spring 2020 - Current**

- Tutored Freshman, Sophomore, and Junior students on the core concepts of the ASU Computer Science curriculum.
- Provided Virtual Tutoring for ASU Online Computer Science students.

Client Services, Intern **Elevate Tickets** **Summer 2019**

- Shadowed 1 on 1 with members of the Software Engineering and Quality Assurance teams while developing proprietary ticketing software and front-end web pages used for payment processing.
- Executed service requests by using SQL Queries to find the specific entity set of the database, query the correct information to assess and solve the problem by editing the entity, and update the Production database to display the solution to the service request's issue in the front end of the software.
- Performed robustness testing during the integration of Two-Factor Authentication and Allianz Ticket Insurance to the payment processor software by using real world scenarios and equivalent partitioning.
- Traveled to job sites to gain insight on how the end users utilize the product and gained empathy for the clients while instructing them on using the software.

EDUCATION

Tempe, AZ **Arizona State University** **Fall 2016 – May 2020**

- B.S. in Computer Science Engineering, Graduating in May 2020. Projected GPA: 3.4.
- Undergraduate Coursework: Object Oriented Programming; Database Management; Data Structures and Algorithms; Mobile App Development; Design Principles; Quality Assurance; Theoretical Comp. Sci.

TECHNICAL EXPERIENCE

Projects

- **Amazon Gamification of Surveys** (2020). Worked with Amazon on Computer Science Capstone Project to gamify their survey system on their Amazon Sellers Portal. Used HTML and CSS to create a static prototype for formatting and design. Used Amazon AWS to create a DynamoDB Database for our data. Used Amazon S3's simple storage service to host our prototype. Used GitHub for version control and easy access for editing and saving files as a group.
- **Shop Local** (2019). Mobile Application developed for users to store their favorite local stores and farmers market and designed to encourage spending money locally to strengthen local economies. Utilized MVC Architecture to create a Table View application programmed using Swift. Implemented Core Data to store individual user data using Persistent Data Storage. Used Apple's MapKit and CoreLocation APIs to perform geocoding and reverse geocoding to convert addresses to display a pin on the map. Used Weather API to dynamically pull data from openweathermap.org and parse JSON files for the needed information to display the current weather based on the location from the geocoded address.
- **Personal Website** (2020). Created personal website (shmillar.github.io) to demonstrate my understanding of Web Development and display my accomplishments. Used HTML to display the correct information to the front end of the website. Used JavaScript to control functionality of the menu bar and scrolling. Implemented Bootstrap CSS frameworks to create a responsive mobile-first website.

ADDITIONAL EXPERIENCE AND AWARDS

- **Dean's List (2017-2019)**: Awarded to students who maintained a 3.5 GPA at ASU.
- **Extracurricular Activities**: Member of Software Developers Association (SoDA) and Mobile Devs Club at ASU.

Languages and Technologies

- C++; Java; Swift; HTML5; CSS; JavaScript; PostgreSQL; RESTful APIs; Git
- Visual Studio Code; GitHub; DynamoDB; Amazon AWS; Amazon S3; Eclipse; XCode