

323 E. Veterans Way  
Tempe, AZ 85281

# SAMUEL H. MILLAR

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shmillar.github.io

## EMPLOYMENT

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<b>Computer Science Tutor</b>	<b>ASU's Fulton School of Engineering</b>	<b>Spring 2020 - Current</b>
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- 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.
- Assisted with academic support for struggling students.

<b>Software Engineer, Intern</b>	<b>Elevate Tickets</b>	<b>Summer 2019</b>
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- Worked with Software Engineering and Quality Assurance teams developing proprietary ticketing software and front-end web pages used for payment processing.
- Traveled with the Field IT team to perform Onsite IT to ensure the festival ran smoothly using the ticketing software.

<b>Freshman Success Coach</b>	<b>ASU's Fulton School of Engineering</b>	<b>Fall 2019</b>
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- Teaching Assistant for FSE 100: Introduction to Engineering.
- Introduced the engineering design process, working in engineering teams, engineering models, and written and oral technical communication skills to incoming Freshman at ASU.
- Informed incoming Freshman on how to succeed in college through productive study habits and strong problem-solving skills needed for their future academic career.

## EDUCATION

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<b>Tempe, AZ</b>	<b>Arizona State University</b>	<b>Fall 2016 – May 2020</b>
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- B.S. in Computer Science Engineering, Graduating in May 2020. Projected GPA: 3.5.
- Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Mobile App Development; Theoretical Comp. Sci.; Comp. Architecture; Engineering Entrepreneurship; Calculus III.

## TECHNICAL EXPERIENCE

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### Projects

- **Personal Website** (2020). Created personal website (shmillar.github.io) to demonstrate my understanding in Web Development and display my accomplishments. CSS, JavaScript, HTML5, Bootstrap
- **Conway's Game of Life** (2019). Recreated Conway's Game of Life, which is a cellular automaton that relies on a specific ruleset and iteratively updates. C++
- **Shop Local** (2019). Mobile Application developed for users to store their favorite local stores and farmers market. Built to encourage spending money locally to strengthen local economies. Swift, Core Data, Web APIs

## ADDITIONAL EXPERIENCE AND AWARDS

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- **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

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- C++; C; Java; HTML; CSS; Python; Swift; Objective-C; SQL; JavaScript; PHP; Prolog; Scheme; Assembly
- Visual Studio; Visual Studio Code; Microsoft SQL Server; Eclipse; XCode; Slack