

323 E. Veterans Way
Tempe, AZ 85281

SAMUEL H. MILLAR

(562) 243-8943
sammillarr@gmail.com
shmillar.github.io

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.
- Assisted with academic support for struggling students.

Software Engineer, Intern	Elevate Tickets	Summer 2019
----------------------------------	------------------------	--------------------

- Worked with Software Engineering and Quality Assurance teams developing proprietary ticketing software and front-end web pages used for payment processing.
- Contributed in the integration of Two-Factor Authentication and Ticket Insurance provided by Allianz to the payment processor software.
- Traveled with the Field IT team to perform Onsite IT to ensure the festival ran smoothly using the ticketing software.

Freshman Success Coach	ASU's Fulton School of Engineering	Fall 2019
-------------------------------	---	------------------

- 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

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

- 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

Projects

- **Amazon Gamification of Surveys** (2020). Worked with Amazon on Computer Science Capstone Project to gamify their survey system on their Amazon Sellers Portal. Amazon AWS, Lambda, DynamoDB, Amazon S3
- **Personal Website** (2020). Created personal website (shmillar.github.io) to demonstrate my understanding in Web Development and display my accomplishments. CSS, JavaScript, HTML5, Bootstrap
- **Five 5's at 5** (2018). Commissioned to build a music blog for a group of college students studying Business with an emphasis on the Music Industry. CSS, JavaScript, HTML5, Bootstrap
- **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
- **Concussion Protocol** (2019). Mobile Application developed for users to rate their symptoms after a contact sport's game to assess whether they should seek medical attention for a concussion. Swift, Core Data

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++; C; Java; HTML5; CSS; Python; Swift; Objective-C; SQL; JavaScript; PHP; AWS Lambda
- Visual Studio Code; Microsoft SQL Server; DynamoDB; Amazon AWS; Amazon S3; Eclipse; XCode; Slack