



Josh Miller

Full Stack Web Developer

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github.com/onecrinkleyfry

[Linkedin -> Joshua Miller](#)

- Git/Github
- Javascript / ES6
- HTML/CSS
- React
- NodeJS/ExpressJS
- RESTful API/CRUD
- MongoDB/Mongoose
- Team development
- Workflow management
- Team management
- Regulatory compliance
- Working collaboratively
- People skills
- Problem resolution

Education

Fullstack Web Developer 2021

University of Utah Coding Bootcamp

Computer Science 2015-2016

Utah Valley University concurrent enrollment

Projects

My full Portfolio | OneCrinkleyFry.github.io

BookSearchEngine | mighty-thicket-20659.herokuapp.com 2021

A PWA to help readers find book reviews, and save their favorites to their profile..

- Integrated with Google Books API
- Connected with MongoDB
- Fully Reactive Front end
- Managed State, and Effect.
- Allows the saving of books in the database under the user collection.

Javascript ES6, React.js, CSS, Bootstrap, Express.js, MongoDB, Node.js

JobFinder | github.com/OneCrinkleyFry/job-finder 2020

A Website to find and save jobs in the users area

- Utilized Bootstrap, and css to create the UI
- Formatted the SVG logo
- Worked in a team setting to overcome challenges of integrating a SQL database.
- Customized the pages to conditionally display information based on the login state of the user using cookies.

Javascript ES6, HTML, CSS, Pure.css, bcrypt, sequelize, Express.js, linkedin-jobs-scraper, mysql2

GameFinder | OneCrinkleyFry.github.io/game-finder 2020

Website to help Gamers find popular games, their reviews, and prices

- Designed the UI
- Spearheaded the concept
- Styled the page using basic CSS, and Pure.css
- Researched the APIs
- Integrated the API to display games properly
- Worked as a team with a short deadline to accomplish goals.

Javascript ES6, HTML, CSS, Pure.css

Experience

HS - Class Project | 2016

github.com/OneCrinkleyFry/fanmade-starwars-videogame

A simple survival game. The User has a lightsaber and must defeat as many opponents before dying

- 3d modeled, and animated in Blender & Unity
- Created animation controllers (malfunctioned)

This was developed on the Unity Engine with C#