

Steven Miracle

Full-Stack Software Engineer

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Experience

Software Engineer @ Pixelberry Studios

Sep 2022 – Present // Mountain View, CA

- Developed a narrative game platform built with TypeScript, AWS, and React Unity WebGL, enhancing user engagement and storytelling.
- Innovated feature flag management using caching in AWS Lambdas, Redux, and remote APIs, significantly improving system stability.
- Spearheaded the integration of Datadog Analytics and crafted live displays using ReCharts graphs.
- Revamped GitLab deployment scripts, transitioning to more efficient deployments that are reliant on git tags.
- Migrated a graph database to Postgres using Express, Prisma, and SQL.

Software Engineer @ Workday

Sep 2018 – Jun 2022 // Pleasanton, CA

- Acted as Scrum Master, contributing to the development of Workday's content management site using Docker, PHP, and MySQL.
- Enhanced site functionality with new features like content audit tools, archival, and community operations.
- Assembled user interfaces with React for improved feedback and search.
- Optimized unit tests, reducing bugs and preventing site downtime.

Software Engineer @ Tesla (formerly SolarCity)

Oct 2015 – Sep 2018 // Fremont, CA

- Created a utility bill calculator to accurately predict customer electricity costs anywhere in the United States, boosting customer trust and minimizing legal risks.
- Redesigned a solar pricing engine, enhancing clarity and adapting to product changes with improved test coverage.
- Crafted SQL queries for efficient data retrieval and object-relational mappings, optimizing database interactions.

Software Engineer @ Island Insurance

Jul 2014 – Oct 2015 // Honolulu, HI

Web Application Developer @ Ideas Health

Apr 2014 – Jul 2014 // Honolulu, HI

Instructional Technician @ Livermore School District

Oct 2011 – Dec 2012 // Livermore, CA

Technical Writer @ FileMaker

Jan 2010 – Jul 2010 // Santa Clara, CA

Technical Trainer / Writer @ Force10 Networks

Oct 2008 – Jun 2009 // San Jose, CA

Skills

Programming Languages

TypeScript, JavaScript, C#, Python, Java, SQL, PHP, C++, UNIX Shell

Libraries & Frameworks

React, Redux, Node.js, Express, GraphQL, Prisma, .NET Core, Cypress, Mocha, Jest, xUnit, NUnit

Tools & Platforms

Git, JIRA, Unity, Postman, Heroku, Azure, Docker, Datadog, Splunk, Swagger, Bitbucket, GitLab, Github

Development Environments

Visual Studio, Visual Studio Code, IntelliJ, PhpStorm, Eclipse

Education

University of the Pacific

Dec 2013 // Stockton, CA
Master of Science, Computer Science

University of the Pacific

May 2008 // Stockton, CA
Bachelor of Science, Management Information Systems

Projects

Movie E-Commerce Template

Enterprise scale web application built with .NET, SQL, and Azure for online movie data management.

Price Tracker App

React Native Android app to search and track 20,000+ video game prices.

Various Prototypes

Retail store apps, persistent note-taking, video games, and many others.