luke miller

SENIOR FRONT-END ENGINEER
https://www.linkedin.com/in/lukemillergames/

WORK EXPERIENCE

FULLSTACK ENGINEER II
Human Interest   August 2021 — May 2023
- Led initiatives to capture $10+ million while on Growth team through Contentful and React.js.
- Refactored a ground-up overhaul of the internal tooling platform, leading to upwards of 90% faster task processing and five times higher stability.
- Supported over one dozen projects across four teams to create React.js, Next.js, Node.js, and GraphQL.

PRINCIPAL FRONTEND ENGINEER - MINECRAFT.NET & MINECRAFT EDUCATION
Virtuosity CG / Microsoft   June 2020 — July 2021
- Principal and lead front-end engineer for Minecraft.net and Minecraft Education Edition websites with 30+ million viewers monthly combined.
- Directed the complete redevelopment of the Education Edition website into Adobe Experience Manager in just six months with more than five interested major parties.
- Redevelopment included hundreds of Figma designs, aligning business interests, timeline breakdowns, producing and running 20+ demos, and developing and deploying React.js components.
- Developed and deployed several Node.js api micro-services via Azure cloud servers with 100% uptime.

FULL STACK SOFTWARE ENGINEER
EmployeeChannel Inc. (Defunct)   September 2018 — December 2019
- Communicated with sales and design to develop React.js code and back-end Node.js micro-services for enterprise-scale communication and management app with over 50,000 users.
- Researched QA Automation and continuous integration to reach 0% error rates on servers and tickets.

HEROJAM FOUNDER
HeroJam   December 2016 — January 2019
- Dedicated to helping children in hospitals by supporting Child's Play Charity through event donations raising over $7,000 total.
- Coordinated dozens of sponsors, over 100 participants, and faculty over several three day events.

PERSONAL PROJECTS

REALPLATES
Personal Project | Unity · Unreal Engine · C# · C++ · HLSL · Compute Shaders   December 2019 — Present
- Planet-scale procedural terrain generation using accurately simulated plate-tectonics.
- Utilized mesh generation and compute shaders for real-time representation of tectonic processes.

REALTREES
Personal Project | Unreal · C++   January 2021 — September 2022
- Simulated full-scale tree generation and growth mechanics based on realistic properties.
- Procedural mesh generation to create a real-time representation of tree growth.

PROJECT SMITH
Group Project | Unity · C#   January 2018 — June 2019
- 3D Action Adventure game allowing for user created weapons and character customization.
- Team lead of over 15 students, guided game design, and led programming of the client and server.

SKILLS

Software & Tools: Node.js · React.js · GraphQL · Next.js · Git · Jest · Cypress · Contentful · React Router · Express Storybook · MaterialUI · Adobe Experience Manager · Azure Developer Tools · AWS · Figma

Programming: C++ · C# · Javascript · Typescript · Lua · ES6/7

EDUCATION

Bachelor of Science, Game Design and Development, Rochester Institute of Technology
Dean's List all terms, RIT Achievement Scholarship