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Zavier Miller

Software Engineer

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Education

B.S. in Computer Science **05/2024**
University of Tennessee, Knoxville, Tickle College of Engineering Honors *Major GPA: 3.51*

- Coursework: Data Structures & Algorithms, Computer Architecture, Systems Programming, Software Engineering

Extracurricular Activities

- Hack4Impact
  - Led a team of junior software engineers as tech lead during the Fall 2022 and Spring 2023 semester.
  - Implemented Agile development methodologies to deal with changing product requirements.
- Theta Tau Chi Gamma Chapter
  - Served on executive board as pledge marshal, leading the pledging process during the Spring 2023 semester.
  - Planned and executed service events as a member of the service committee.
- HackUTK

Work Experience

Software Engineer Intern **05/2022 — 04/2023**
ResaleAI *Nashville, TN*

- Modernized million dollar B2B software app constrained by a large piecemeal system through Kubernetes and containerization.
  - Used Argo to implement an end-to-end GitOps based workflow, allowing developers to push their code, have it deployed to a staging environment, release it to an alpha environment, and finally release it to production. This method resulted in 75% less bugs being pushed to production.
  - Containerized applications using Docker to decrease start up time 15x, improving teams ability to scale and respond to outages.
  - Used Helm to create a program that allows for on-demand, custom infrastructure configuration, enabling non-technical team members to configure the application.
  - Removed dependence on Heroku specific plugins and utilities, allowing for greater flexibility in hosting providers.
- Used Github Actions to implement multi-stage CI/CD pipeline that decreased bugs and minimized impact of outages.
  - Created custom Monday integration to allow non-technical team members to access full capabilities of the pipeline without requiring technical knowledge.
- Built frontend for companion application that allowed customers to upload products to their own online store, resulting in 10+ million dollars in sales during the COVID pandemic that would have otherwise been lost

Projects

Zen (Go)

- My current side project with the purpose of practicing extensible and maintainable SOLID code, and to provide a standard interface for interacting with and testing different labs/challenges.
- Provides an easy to use interface allowing students to test and verify computer science course assignments.

Zephyr (Go, WebAssembly)

- Reactive frontend framework built in Go compiled using WebAssembly.
- Allows user to change data and instantly see changes in viewports, as opposed to updating data and needing to manually refresh the view.

Webserver (C)

- HTTP server built in C using only libraries built by a professor at UTK.
- Allows users to specify a port and directory to serve
- Uses a middleware chain to enable features to be quickly added or removed based on the needs of the user.

Skills

Proficient	JavaScript/TypeScript, Vue, GraphQL, Ruby/Rails, Go, C/C++, Git, Heroku, Docker, Argo, Helm, Kubernetes, SQL, UNIX, Bash, Agile Methodologies, React
Other interests	Skateboarding, physics, juggling, Kendama, and philosophy

Awards

- **VolHacks '21:** AI powered audio cleaner **Best GCP Hack & Best AssemblyAI Hack & 2nd Place Overall**
- **Congressional App Challenge '19:** High school club management app **1st Place**