James R. Miller

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Summary

A seasoned developer with two decades professional development experience and a strong understanding of modern programming paradigms and infrastructure. Highly skilled with several modern languages, frameworks, and technologies as well as almost 20 years as a C# .Net developer. A self-starter that prides himself on his communication skills and gets things done.

Skills

Hard skills: C#, .Net Core, JavaScript, HTML, CSS, NodeJS, Swift, GIT, TFS, SVN, SQL, REST, Azure, Cloud, Windows, Unix, Mac, Testing, CI/CD, DevOps, Agile, Scrum, API Development
Soft skills: Communication skills, leadership, problem-solving, mentorship, organizational skills, critical thinking

Work Experience

FIS – Development Manager – Senior Software Engineer – Dec. 2012 to Present
- Currently manage a team of developers responsible for internal web services and microservices.
- Architected, developed, and maintained several C# REST APIs that provide services to colleagues across the globe.
- Managed the team's Azure DevOps CI/CD infrastructure for building, testing, static code scanning, and deployments.
- Created a suite of applications for collecting and reporting Active Directory information across several domains.
- Worked to develop a suite of applications to assist with vulnerability management across the enterprise.
- Took on a mentoring role for junior developers and peers.

Citibank – Software Developer – Contractor – Jun. 2012 to Dec. 2012
- Worked with a team of C# developers and performance testers to create in-house performance testing software.

TradePMR – Software Developer – Jan. 2012 to Jun. 2012
- Collaborated with a team of developers on a C# and WPF based trading platform.

University of Florida – Software Developer – Feb. 2009 to Jan. 2012
- Lead developer of an ASP.NET MVC based course management system that garnered over $600k in revenue.
- Lead developer for an ASP.NET MVC based registration system intended to tie together several major registration and payment systems for the first time at the University of Florida.

Ignition Entertainment – IT Manager/Game Developer – Mar. 2008 to Feb. 2009
- Improved the studios network infrastructure to facilitate the development of a next-generation console first-person shooter.
- Participated in game development with the Unreal engine.

SumTotal Systems – Software Engineer – Feb. 2007 to Mar. 2008
- Developed feature and bug requests for the company's next generation performance management ASP.NET web platform.

Rhino Video Games – Application Developer – Feb. 2004 to Feb. 2007
- Designed and developed a Visual Basic 6 inventory tracking application used in all stores.
- Developed a PHP intranet site used by all stores nationwide for inventory look-up, support, and corporate communications.

Education

- Santa Fe College – Associate of Arts in Engineering – May 2012
- A. Phillip Randolph Academies of Technology – High School Diploma – May 2003

Awards and Accolades

- Won 1st place in the 2018 You Need a Budget API contest for publishing Allowance for YNAB, an iOS application.