

James Robert Miller

A seasoned developer with over a decade of professional development experience and a strong understanding of modern programming paradigms. Highly skilled with front and back-end web technologies as well as native mobile app development for iOS. A self-starter who works smart and gets things done.

Skills

- Worked over a decade as a full-stack developer with many different server frameworks such as ASP.Net, Node.js, and Angular.js. Starting to work React into my toolkit for future projects.
- Experience using many languages and technologies including C#, JavaScript, Swift, Node.js, Angular, MSSQL, MySQL, PHP, Git, Xcode, and Visual Studio as well as cloud providers such as AWS and Heroku.
- Successfully designed, developed, and shipped two iPhone and iPad apps to the Apple App Store: Allowance for YNAB and Drop Center. Allowance for YNAB also won the YNAB API Contest in 2018.

Education

- **University of Florida** – Working towards Bachelors in Computer Science – Present
- **Santa Fe College** - Associate of Arts in Engineering – May 2012

Recent Projects and Work History

- **Allowance for YNAB for iOS - Aug. 2018 to Present**
 - Designed, developed, and released Allowance for YNAB for the iPhone using Swift to show category balances in an easy to find and read format on the iPhone and Apple Watch.
 - Submitted Allowance for YNAB to the YNAB API Contest for which I won first place.
- **Drop Center for iOS - Nov. 2017 to Present**
 - Designed, developed, and released Drop Center, my first iOS app for iPad.
 - Written entirely in Swift, this is a drag and drop shelf application.
- **FIS – Senior Software Engineer – Dec. 2012 to Present**
 - Recently responsible for leading a team to design and develop a large scale support API for the organization.
 - Responsible for the design, implementation, and testing of several web applications and microservices.
 - Utilized a C# and Angular.js stack for all web projects and C# for back-end services.
 - Took on a mentoring role for junior developers and peers.
 - All work done with an all-remote team of developers utilizing Scrum methodologies.
- **Citibank – Software Developer – Contractor – Jun. 2012 to Dec. 2012**
 - Created in-house software to assist in performance testing financial systems.
- **TradePMR – Software Developer – Jan. 2012 to Jul. 2012**
 - Collaborated with a team of developers on a WPF based trading platform.
- **University of Florida – Software Developer – Feb. 2009 to Jan. 2012**
 - Lead developer of a web-based LMS that garnered over \$600,00 in revenue for the college.
 - Lead developer for a 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**
 - Participated in game development with the Unreal game engine on a next-gen shooter.
- **Further work history available upon request.**