Jason M. Miller

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**SUMMARY**

A Software Engineer with 2 years’ experience programming and debugging software in a variety of languages and platforms. A fast-learner who excels in both team collaboration and remote environments. Has experience working at a fast pace startup.

**TECHNICAL SKILLS**

**Languages:** Java, Javascript, AngularJS, C#, C, C++, Python, Swift (iOS)

 **Front End:** HTML5, CSS, Bootstrap

 **Tools:** Git, Jira, Bitbucket, Unity, Xcode, Microsoft Office, Google Workspace

**EDUCATION**

**Kettering University (GMI), Flint MI July 2016 - December 2020**

* Bachelor of Science in Computer Science
	+ Concentration in Computer Gaming
	+ Minor in Economics
	+ Completed Undergraduate Thesis
* Dean’s List: Spring 2020

**WORK EXPERIENCE**

**Tome Inc., Royal Oak MI January 2017 - March 2020**

***Software Engineer Co-op***

* Worked full-time on web applications, iOS applications, and embedded systems
* Attended daily standup meetings for agile development cycle (Scrum)
* Created and implemented plans from field testing and quality assurance tests
* Helped research and create a plan of action for deploying software systems

**Kettering University, Flint MI October 2018 - December 2019**

***Innovation Quest Coordinator***

* Designed weekly engineering challenges for students
* Stayed on site to manage weekly events and handled funds

**Kogelmann’s Creek-Side Sod Farm, Macomb MI July 2015 - August 2015**

***General Farmhand***

* Maintained vehicles and equipment
* Managed large scale irrigation systems
* Operated heavy machinery

**ORGANIZATIONS**

* **Delta Chi Fraternity:** Member (June 2017 - Present), Secretary (2018-2019), Alumni Correspondence Chair (2019-2020), Athletic Chair (2018-2020)
* **Kettering University Varsity Esports Team:** *Overwatch* DPS (February 2020 - December 2020)
* **Boy Scouts of America:** Member (June 2004 - 2016), Eagle Scout (2016)