

# Zach Miller

Software Developer

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## EXPERIENCE

### Landscaping & Renovations, Independent — *Handyman*

April 2018 - Present

Working as a duo with my father to provide home improvements. Landscaping, drywalling, painting, roofing, simple construction.

### Fat Viking Studios, Remote — *Programmer*

March 2021 - January 2022

Started an independent game studio with 3 other people. Lead as project manager and solo programmer. Unity game engine, Aseprite, Blender, procedural generation, pathfinding, shaders, and custom tools.

### MMPR Inc, Janesville — *Factory Worker*

December 2014 - September 2017

Worked in a small team on a factory floor decorating clothing. Screen printing, hot pressing, and embroidery.

## EDUCATION

### Blackhawk Tech, Janesville — *Associate of Applied Science (Web Analyst/Programmer)*

September 2013 - May 2015

Learned about programming and full stack web development. Certified in Web Programming, Java, and .NET.

### Nand2Tetris Course by MIT Press, Online

November 2019 - March 2020

Designed a primitive computer, assembler, virtual machine, and compiler. Followed *The Elements of Computing Systems* textbook.

### Self Taught, Online

March 2017 - Present

I've continually improved my skills through independent study using Udemy, Youtube, research papers, online tutorials, and blogs.

## PROJECTS

**SlimTrade** – Java, Swing  
UI enhancement mod for the game *Path of Exile*.

**3D Model Viewer** – WebGL  
A program to view 3D .obj models that works in the browser.

**ImageBucket** – HTML, PHP, SQL  
A proof of concept image hosting website.

**HACK Compiler** – HDL, Java, Jack  
Designs for a simple computer, assembler, virtual machine, and compiler.

**Minesweeper** – Javascript, Canvas  
A minesweeper game that is playable in the browser.

All projects are viewable at [zrmiller.com/projects](http://zrmiller.com/projects)

## LANGUAGES

### Strong

- Java, C#
- HTML, CSS, Tailwind
- Javascript, TypeScript
- React
- PHP, SQL, Database Design
- REST APIs
- Regex

### Moderate

- NodeJS
- Python
- C, C++