Zach Miller

Software Developer

Janesville, WI 53545
github.com/zmilla93
zrmiller.com

EXPERIENCE

Landscaping & Renovations, Independent — *Handyman*

April 2018 - Present

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

Fat Viking Studios, Remote — *Project Lead & Programmer*

March 2021 - January 2022

Started an independent game studio with 4 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.

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

LANGUAGES

Strong

- Java
- C#
- HTML, CSS, Javascript
- PHP, SQL, Database Design
- Regex

Moderate

- Python
- C, C++
- Assembly, Compilers