

Jordan Miller / Software Engineer

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Versatile software developer with a strong foundation in C# and C++, and hands-on experience delivering full-stack web applications using JavaScript, SvelteKit, Node.js, and MongoDB. A quick learner, comfortable jumping into new languages, systems, or frameworks as needed. Outside of work, passionate about game development and actively works on projects in Unity and Unreal to continue developing skills.

WORK

Web Developer – South Coast Paper *Remote, Contractor* Mar. 2024 – Present

Took over responsibility for the company website leading a complete modernization, improving performance, updating the design for a more responsive user-friendly experience, implementing new pages and features to support evolving business needs. Continually maintain and update the site in close collaboration with the team to ensure alignment with company goals and ongoing stability.

Software Engineer – CJ Software *Remote* Nov. 2022 – May 2024

Developed a full-stack SaaS platform for managing company rentals, bookkeeping, and client support tickets. Built the frontend using SvelteKit, TypeScript, Tailwind CSS, and Vite. Implemented the backend with Node.js, Express, and Mongoose. The application was created in-house for licensing to an external company.

EDUCATION

Computer Science B.S., Full Sail University Nov. 2021 – Sep. 2022

- 3.9 GPA, Valedictorian, Advanced Achievement Award

Game Development A.S., Full Sail University Oct. 2017 – Nov. 2019

AWARDS

Valedictorian *Full Sail University* Sep. 2022

- Awarded to the student with the highest GPA within the program.

Advanced Achievement Award *Full Sail University* Sep. 2022

- “The Advanced Achievement Award is given to only one student in each graduating class. The award recognizes outstanding achievement throughout the whole program, acknowledging such things as effort, dedication, energy, sacrifice, skill, and leadership. Full Sail recognizes that the Advanced Achievement Award is one of its most prestigious awards and is usually indicative of a student who is most likely to succeed.” – Full Sail University

SKILLS

- Proficient in C++ and C#, with experience developing games and tools in **Unity** and **Unreal Engine**.
- Skilled in source control systems including **Git** and **Perforce** within collaborative team environments.
- Applied **machine learning** techniques in **Python** to train and deploy **neural network** models.
- Experienced in **full-stack web development** using **SvelteKit**, **JavaScript/TypeScript**, **Node.js**, **Express**, and **MongoDB**.
- Strong frontend expertise in **HTML**, **CSS**, and modern **JavaScript** frameworks, focusing on responsive design and performance optimization.
- Solid understanding of **data structures**, **algorithms**, and software optimization principles.
- Additional experience with **DirectX**, **HLSL**, **SQL**, **Lua**, **Docker**, **Arduino**, **Linux**, and more.