

# James Miller

Software Engineer

## Contact info hidden from crawlers

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### Experience

#### Design Interactive / Software Engineer

JULY 2019 - PRESENT, ORLANDO, FL (Remote)

- Developed core code for a reusable framework used in AR apps across multiple platforms (Android, iOS, HoloLens 2, MagicLeap).
- Created custom AR training content for clients in various fields, including military medical training and truck technician training, ensuring interactive and immersive learning experiences.
- Led the development of the front-end (TypeScript) and back-end (C#) code for a Lesson module, integrating PostgreSQL databases in Docker containers and managing Kubernetes clusters to host servers with microservices.
- Designed and implemented a custom graph interface for lesson creation, enabling the seamless integration of steps, substeps, activities, and branching logic.
- Collaborated with cross-functional teams to deliver high-quality AR applications, continuously iterating based on user feedback and technological advancements.
- Mentored junior developers and conducted code reviews to maintain code quality and best practices.

#### Harrington Labs / Game Programmer

JANUARY 2018 - JULY 2019, ORLANDO, FL

- Led an agile team in optimizing in-engine performance, achieving a significant reduction in max rendered triangles to enhance user experience.
- Designed and developed interactive components and a UMG journal in Unreal Engine 4 for effective data collection and user engagement.
- Created detailed landscapes, heightmaps, and alpha maps, and implemented a robust player controller, user interfaces, interaction systems, and wildlife simulations using Unreal Engine Blueprints.
- Engineered a comprehensive, to-scale 1 km<sup>2</sup> simulation of the UCF Arboretum, enabling immersive user interactions with virtually every plant and providing detailed botanical information through an integrated web plugin and journal system.

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### Skills

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**Programming Languages:** C#, TypeScript, Java, Python

**Development:** AR/VR Development, Full-Stack Development, Object-Oriented Programming

**Tools:** Unity 3D/2D/VR/AR, Unreal Engine 4/VR, Azure DevOps, Docker, Kubernetes

**Other:** System Design/Optimization, Creating Modular Tools, Debugging/Iterating Code

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### Education

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**University of Central Florida / BA Digital Media: Game Design**

Spring 2018

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### Other

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2010: Became an Eagle Scout within the Boy Scouts of America.

2016-2017: Served as President for the Tennis Club at the University of Central Florida.