Blake Miller

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OBJECTIVE

To build great software that helps companies grow and thrive.

TECHNICAL SKILLS

Skilled in all phases of software development from mockups to launch, including database design, API development, test-driven development, OO concepts, and MVC architecture.

| Web Development | Ruby on Rails, Javascript, TypeScript, React, PHP, Twitter Bootstrap, NodeJS, HTML, Next.js, Tailwind CSS |
|---------------------------|---|
| Mobile Development | React Native |
| Database | MySQL, MongoDB |
| TDD | MiniTest, Rspec |
| Source Control | GIT, Bitbucket, Github |
| Platforms | Twilio, Amazon AWS |
| OS | OS X, Linux, Windows |
| Tools | VSCode/Vim, Balsamiq Mockups, Apache |

WORK EXPERIENCE

- Developed customizable real-time scoring widgets and overlays using **ReactJS** & **Websockets**, allowing schools to integrate live scores onto their websites and live streams.
- Developed AWS APIs and backing Lambda functions in Ruby and JavaScript.
- Built an interactive sports portal for clients to show real-time scores, school information, and team schedule information in **Ruby on Rails**, to further expand the reach of the platform.
- Established overlay integrations with leading third-party video streaming services such as Tricaster,
 VMix, Boxcast, and Camstreamer, thereby increasing the platform offering.
- Designed and developed a React Native application for fans and schools that delivered real-time scores and game data to their mobile devices.
- Developed an application for large digital scoreboards using **Flutter** to display live scores at sporting events (for the <u>scorebuddy.io</u> product).
- Used Webflow to perform web design/development duties for <u>scorebird.com</u>, <u>scorebuddy.io</u>, and <u>scoreview.io</u>

- Developed a server monitoring platform that enabled customers to monitor their server health in real-time, and reported on statistics such as CPU, memory, disk usage, and other custom metrics. (Tools used: **NodeJS**, **GoLang**, **Ruby on Rails**, and **Redis**)
- Made contributions to the cross-platform GoLang agent that reported metrics back to the Rails

website.

Added real-time charts to show visual statistics, using <u>HighCharts</u>.

- Developed a web-based activities-tracking application for the Child Care Group of Texas using PHP, Propel ORM, and Zend Framework 2. The application was used by childcare staff to track statistics/metrics across the entire state of Texas.
- Responsible for optimizing the performance of the Ruby on Rails web application, adding new features, and fixing bugs for eipcards.com. Fixed bugs with their existing native Android and iOS mobile apps.
- Migrated titantnm.com to WordPress from a static website, and developed a custom PHP Wordpress plugin to manage and display their service areas.
- Designed and developed a website for a local concrete company using Concrete5 CMS and PHP.
- Ported drberardi.com to Concrete5 CMS.
- Ported static websites to Wordpress/PHP (<u>myfloridaurology.com</u>, <u>harrisdermatology.com</u>)

- Built APIs in **Ruby** to support the company's medical cost comparison tool.
- Responsible for building a fully-tested **OAuth2** provider in **Ruby** and **MiniTest**.
- Built a REST API (using <u>Grape</u>) that provided member insurance information.

- Added new features to a social network for musicians (nthamixx.com), using Ruby on Rails &
 PostgreSQL. Features included activity feeds, song management functionality, hashtag support, and
 a robust search feature.
- Built and designed a variety of **Twitter-Bootstrapped Concrete5 PHP** websites, including mobilefirstmedia.com, <u>campcenterland.org</u>, and <u>rusticfence.com</u>.
- Ported the <u>guerrilla-rf.com</u> static site to Concrete5 CMS and worked with the team to add new pages & functionality.
- Ported <u>rbmedicalgroup.com</u> from **Wordpress** to **Concrete5 CMS**.

- Worked for a digital agency building web applications in PHP, ASP.NET, and Ruby on Rails.
- Worked on the Google Maps integration and responsible for Ruby on Rails development for fortworthparking.com.
- Rewrote a web-based survey tool using **Ruby on Rails & RSpec**, resulting in a more modern and fully-tested application for <u>abusepreventionsystems.com</u>.
- Worked with teams to set up **Google Analytics** on websites to allow them to better gauge the effectiveness of SEO and marketing campaigns.
- Provided various PHP/.NET/Ruby on Rails features for: <u>sundancesquare.com</u>, <u>sagora.com</u>,

mottega.com, mainstreetartsfest.org, irvingartscenter.org, and fortworthparadeoflights.org.

- Worked on a team to rebuild the existing PHP-based telehealth portals in Ruby on Rails.
- Added support for video chat functionality into the platform, allowing patients to remotely meet with doctors.
- Identified and resolved various bugs with the platform's **Flash**-based video chat application using **ActionScript**.

- Enhanced and launched the new <u>clarkmhc.com</u> website (HTML, JQuery, JavaScript).
- Responsible for maintaining servers and troubleshooting computers and network printers (running in **Active Directory**).

- Expanded the existing church management software to the web for their "Web Ministry Tools" offering in **Ruby on Rails**, **CSS**, and **JavaScript**. The software allowed churches to log in and customize widgets (e.g., event registration, church directory, and others) and embed them on their website using **JavaScript**.
- Developed a change management system using **Ruby on Rails** and **PostgreSQL** stored procedures, which included the ability to see who changed data and rollback updates at the click of a button.

- Worked on a team to develop the "PoxNora" turn-based strategy game, using Java.
- Added game features to the <u>poxnora.com</u> website using **JSP**, **Hibernate**, and **Struts**.
- Developed a diverse range of casual mobile games in **Java/J2ME**, including a suite of card games, a fishing game, an avatar editor, and a multiplayer Sudoku game built for Nokia.

PERSONAL PROJECTS

- 2025 Launched a music-sharing website similar to Pinterest using Next.js/TypeScript, and Tailwind Css - https://www.groovesea.com
- 2024 Currently building a mobile physics game and a management simulation using Godot Engine
- 2023 Currently building a budget/expense tracking website in Ruby on Rails 7, Bootstrap 5, MySQL
- 2021 Created a "Game Of Life" simulator in React/Twitter Bootstrap: <u>blakescreations.com/gol/</u>

EDUCATION

University of North Texas College of Engineering B.S., Computer Science - 2003