

Chris Miller
Software Engineer
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Creative software engineer with the ability to pick up new languages and technologies as needed. Prior to being a software engineer, I worked in the oil & gas industry for twenty years where I managed and worked alongside a team of professionals to providing our customers with safe and cost effective well abandonment and re-completion solutions.

Software Development Skills

- Debugging, JavaScript, Python, Node.js, React, Express, Redux, RESTful API, PostgreSQL, Sequelize, Bootstrap, Flexbox AWS, React, HTML, CSS

Education

Western Governors University | B.S. in Computer Science | Texas

October 2020 – Present

DigitalCrafts | Certificate in Software Engineering | Houston, TX

January 2021 – May 2021

- Software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Software Development Portfolio

healthierU | github.com/ChrisMiller83/healthierU

March 2020

- Member of 4-person development team building a workout site that allows athletes/coaches to communicate outside of the gym building workout plans. The website has an easy to use interface, allowing coaches to easily edit and delete assigned workouts.
- My role in this project was work on the front end development with HTML and CSS, however I assisted my team with the back end development debugging and incorporating a rest api.
- Full-stack project built with Node.js, Express, Sequelize, Axios, Bootstrap, HTML, CSS, JavaScript, PostgreSQL, and RestAPI's

Music-player | github.com/ChrisMiller83/Music-player

February 2021

- Member of a 4-person development team building a music site that allows users to look up songs by similar words and play a 30 second sample. The website uses a second API to allow users to look up the current weather conditions per search request.
- My role in this project was building the HTML and CSS pages and I assisted with the weather api.
- Front-End project built with HTML, CSS, JQuery, Bootstrap, JavaScript and RestAPI's

Space_Invader_pygame | github.com/ChrisMiller83/Space_Invader_pygame

February 2021

- Solo-project building a working space invaders clone via python/pygame.
- Responsibilities included designing and coding the window, spaceships, enemies, lasers, hit-makers, score and life-bar.

Professional Work Experience

Wireline-Engineer / Manager / Sales | Time Energy | Houston, TX & Point A La Hache, LA

April 2019 – October 2020

- Managed a team of 5 employees to perform well abandonment and re-completion procedures.
- Minimize down time by ordering tools/parts from vendors and suppliers and keeping track of inventory in two states.
- Program Gamma-guns for logging well bore re-completion operations and correlate logs to historical data.
- Follow ATF and state regulations for proper handling, storage, inventory and use of explosive materials for use in well procedures.

Wireline Operator | Yellow Jacket Oilfield Services | Midland, TX

September 2017 – April 2019

Wireline Operator | Dialog Wireline | Midland, TX

April 2017 – September 2017

OTR Truck Driver | TMC Transportation | Des Moines, IA

April 2015 – April 2017

Real Time Observation Consultant Halliburton | Shell Oil & Gas | Houston, TX

April 2012 – October 2014

- Lead consultant of a 4 man team providing 24/7 real time data from over 50 drilling sites all over the world.
- Responsibilities included building a widget that provided easy to use templates to access data coming from third party clients.
- Troubleshooting problems with loss of data/connections by remote logging in to computers on well site and fixing code.
- Set up/disable remote connections for new drilling operation sites when operations start/finish