

# Mike Miller

Loves to design, prototype, and build digital products with delightful animations, intuitive interactions, and pleasant visuals!

## Ovenbits

March 2018 - Now

### Mobile Engineer

Created apps that were used by millions of users on iOS and Android! Some of our amazing clients were: Lorel, Hanzo Shear Company, YouVersion, and several smaller companies. This role involved lots of custom UX engineering, the occasional design, leading junior teammates, and working with clients to solve the problems they needed within quality constraints.

## Strong Skills

Complex native mobile UI from scratch, Designing and Engineering end-to-end products, Kotlin, Swift, Typescript

## Elevator Up

Feb 2017 - December 2017

### Product Designer + Front-end Developer

Designed and developed the front-end for an app that organizes hundreds of millions of analytic events and records, collaborated with clients to balance business and design goals for various webapps, became very comfortable with AngularJS.

## Education

Self taught with passion! Naturally curious about creating ideas and how things work

## Sportsman Tracker

Nov 2014 - Feb 2017

### UI/UX Designer + iOS & Android Developer

Redesigned iOS and Android apps with insight from user metrics and user testing, rewrote the entire iOS app in Swift, helped grow the user base to 600,000+, and built a new community for hunters and fishermen! Worked with Build Variants and Flavors, Realm, Alamofire, Retrofit, Mapbox and more.

## Links

[mikemiller.design](http://mikemiller.design)  
[dribbble.com/mikemilla](https://dribbble.com/mikemilla)  
[github.com/mikemilla](https://github.com/mikemilla)  
[instagr.am/killamikemilla](https://instagr.am/killamikemilla)  
[twitter.com/killamikemilla](https://twitter.com/killamikemilla)

## Extras

Always build a new exciting new company, loves snowboarding and trampolines!