

# CHRISTOPHER MILES

## Software Engineer III

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### Summary

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Full Stack Software Engineer with 3+ years of experience delivering scalable web and mobile applications using Ruby on Rails, JavaScript, React Native, and React.js. Proven track record of designing and deploying production systems across real-time video, transit data, and multimedia kiosks used by thousands daily. Strengths include architecting resilient backends, implementing responsive UIs, and reducing infrastructure costs through well-designed service integrations. Collaborative team member with experience mentoring junior engineers, optimizing workflows, and shipping maintainable software in Agile environments.

### Skills

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**Languages & Frameworks:** Ruby • Ruby on Rails • JavaScript (ES6+) • React.js • React Native • Vue.js • TypeScript • Node.js • Spring Boot

**Infrastructure & Tools:** PostgreSQL • MongoDB • Redis • WebSockets • WebRTC • Socket.IO • Express.js • Heroku • Render • Git • CI/CD • Auth0

**Other:** Agile Methodologies • Responsive Web Design • Performance Optimization • SEO • Accessibility • Object-Oriented Design

### Experience

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#### Orange Barrel Media

Columbus, OH

Software Engineer III

03/2022 - Present

- Real-Time Arcade System: Designed and launched a multiplayer WebSocket arcade feature for public kiosks, enabling 150,000+ sessions
- Google Places API Migration: Upgraded backend to support Google Places APIs, processing 250K+ annual queries with zero downtime
- Transit Data Infrastructure: Built a scalable gateway-service pattern and job system to ingest and cache live transit data for 600 kiosks nationwide
- Weather Service Refactor: Migrated from OpenWeather to WeatherBit, improving accuracy and reducing costs by 59%
- Team Collaboration & Mentorship: Mentored junior developers, reviewed PRs, collaborated across design and product
- AI-Driven Productivity: Regularly incorporate AI-assisted tools (Cursor, Claude, ChatGPT) to enhance delivery speed and learning

### Projects

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#### Yap – Real-Time Video Chat Application

- Built a 6-person WebRTC mesh network with custom PeerConnectionManager for dynamic stream handling and offer collision resolution
- Developed responsive animated video grid using Tailwind, CSS Grid/Flexbox; optimized for desktop/mobile
- Integrated Socket.IO for signaling, real-time messaging, and presence tracking with MongoDB persistence
- Deployed on Render with CI/CD and environment-based config
- Stack: React 18, TypeScript, WebRTC, Socket.IO, Node.js, Express, MongoDB, Tailwind CSS, Auth0, Render

#### Out Look Pointe – RV Campground Website

- Responsive Vue.js 3 SPA for a live campground business, featuring interactive image galleries, smooth scroll animations, and SEO structuring
- Optimized with lazy loading, WebP fallback images, and minimal dependencies; deployed via Vue CLI on Render
- Stack: Vue.js 3, JavaScript (ES6+), HTML5, CSS3, Webpack, SEO, Responsive Design

### Education

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#### Tech Elevator

Columbus, OH

Certification in Java Web Application Development

08/2021 - 12/2021

- Gained experience in object-oriented programming, Spring Boot, SQL, and full-stack web app development