

Alexandr  Miller [Alex]

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OVERVIEW

My approach to technical and creative pursuits has looked a bit like working with both sides of the coin; front-end to back-end, 2D to 3D, enterprise software to indie games. This pattern reflects how I navigate education as well.

I started tinkering with computers and repairing hardware as a teenager, moved on to self-learning web development, then picked up game engines, eventually took on security architecture... But with an effort to approach all these verticals from an accessibility lens.

EDUCATION

A.L.M. - Digital Media Design

Harvard University

Spring, 2026

Specialization: Learning Design and Technology

B.Msc. - Metaphysical Science

University of Metaphysics

Fall, 2024

+ Ordained Minister and Practitioner

B.A. - Digital Arts & Sciences

University of Florida

Spring, 2021

Minor: Criminology

VOLUNTEERING

Keep Sarasota County Beautiful
Vice-Chair
May 2023 - 2025

Big Brothers Big Sisters [BBBS]
Big Brother
Oct 2018 - 2024

English Exchange Teacher [Japan]
Private
Summer 2015 + Spring 2017

EXPERIENCE

Unreal Engine Instructor/Mentor

GameReady

Remote, Volunteer
June 2024 - Present

Here I deliver personalized remote instruction in Unreal Engine 5 to students pursuing careers in game development. Our curriculum includes Blueprints [visual scripting], C++ programming, level design, optimization techniques, and creative portfolio development. We adapt teaching methods to individual learning styles and skill levels. Students are supported through project based learning within industry standard workflows.

GameReady is the first Epic Games Authorized Training Center in the Middle East, holding Gold Tier partnership status. Studio clients include Intel, ISCAR, Epic Games, and Israel Aerospace Industries.

Transitioned from paid contractor to volunteer mentor, mid-2025.

Sr./Lead Technical Analyst [Professional Services]

Medallia

Remote, Full-time
Feb 2022 - March 2024

Oversaw the technical design and delivery of Experience Management solutions for customers (B2B). Collected and documented technical requirements, specifications, timelines, and

design/branding guidelines. Used XML/JSON/CSV to parse files. Set up SSH for clients to access SFTP/FTP/AWS systems for file exchange. Created importers using XML, in-house JavaScript, and other mappings. Created scheduled Exporters to share data with clients.

Configured the Medallia platform, led Quality Assurance (QA), User Acceptance Testing (UAT), and launch processes. Served as Technical Lead for FordTechEx, Lacework, and led design/branding for Walgreens' receipt pilot. Used WYSIWYG editors and HTML/CSS/JS to build email campaigns, surveys, and trained AI comment models (Athena AI) to categorize unstructured data.

Managed clients with security clearance requirements: USPS, Amtrak, & the VHA/VA. As well as HIPAA clients: IBM Watson, Anthem/AmeriBen, Centene, & Piedmont. Other enterprise clients included: DFA, Sonesta, CIBC, Boston Pizza, A&W, Fidelity, Adobe, & Bank of America.

Led Q-Field (LGBT Employee Resource Group). Assisted in establishing AWOS, a new ERG for Accessibility/disabilities support.

Sr. Software Engineer

Collibra

Remote, Full-time, 2 years

After Collibra acquired OwlDQ, joined a greater team of engineers to identify root cause of issues and apply workarounds. Trained in React to completely overhaul the interface to modern standards. Participated in daily engineering standups and code demos.

Software Engineer

OwlDQ

Remote, Contract, 2 years

Developed software for this startup using AI to manage datasets and data quality. Improved observability by identifying potential loopholes, logging and monitoring improvements, and unblocking existing customers.

CISO/Sr. Software Architect

Continuum GRC

Remote, Full-time, 2 years

After organizational restructuring, became a full-time employee and took on the additional role of Chief Information Security Officer to mitigate potential security vulnerabilities. Worked with parent company Lazarus Alliance. Used DeployBot for scheduled auto-deployment of production updates. Working with AWS/other hosting and CMS.

Sr. Software Architect

Continuum GRC

Remote, Contract, 2 years

Improving site experience, working with forms (FEDRAMP/SOC2/POAMs), responsive UI updates, integrating external APIs into CMS, writing and revising technical documentation, client meetings, managing tickets through Jira, FTP/SFTP setup. Ensuring processing meets GovCloud standards.

UX Architect/Game Developer

DEKAZEHN

Remote, Contract - Part-time, 4 years

Data analysis, adding features based on user needs. Project management lead, drafted prototypes and technical specs. Tested iterative prototypes via build/3D prints. Created/optimized pipelines, shaders, topology, and post processing effects. Launched several C/C++ game development projects (Unreal). Designed user interfaces. Conducted A/B testing. Trained teammates on Unreal/3DS Max.

Lead Web Developer

REIndicator

Remote, Contract - Part-time
September 2017+

Maintaining, updating, and expanding REIndicator.com. Adding accessibility options (contrast adjustments, colorblind modes, font updates) and improving overall UX. WordPress, CMS, SEO, member transactions, client retention. Accessing database to add cartographical data overlays using Carto and other GIS tools. On-call technical support.

Occasional annual travel to Real Estate/Investment conferences to present our SaaS product. Assisted CEO in hosting monthly webinars.

PHP Developer

Eduity

Remote, Contract, 1.5 years

Joined a small team of front-end developers to assist in building the back-end and database of a job recruiting website. Occasional front-end work to link stacks. HTML/CSS/JS, Vue, Bitbucket/Git for source control and unit testing. Led engineering discussions and onboarded new team members.

Computer Hardware Technician

Computer Wizard

On-site, Part-time
January 2014 - 2018

On-call, on-site computer hardware technician for installations, software/data restoration, and phone consultations. Assistance with maintenance, troubleshooting and repair of computers, home theatre systems, portable electronics and mobile devices.

SKILLSETS & INTERESTS

Computational Systems;

- Web and software development
[HTML, CSS, JavaScript, TypeScript, SQL/PostgreSQL, C++]
- Data analysis and scripting [R, R-Studio]
- Systems thinking, debugging, & cross-platform integration

Design & Interactive Media;

- UX/UI design and prototyping [Figma, Framer, Notion]
- Digital imaging and compositing
[Adobe Photoshop, After Effects]
- 3D modeling and rendering
[3DS Max, Houdini, PBR workflows, Corona Renderer]

- Game and interactive environment development
[Unreal Engine, Blueprints, & visual scripting]

Research & Communications;

- English and ESL instruction
- Technical documentation & long-form analytical writing
- Accessibility consulting & inclusive design evaluation
- Long-term and chronic illness awareness/advocacy

Emerging Media;

- VFX, videography & post-production editing
- Drone operation & aerial footage capture
- VR/XR/AR immersive environments & spatial storytelling
- Exotic Instrumentation
[Theremin, Aerophone, Audio/Visual Acoustics, etc.]

Sustainability Systems & Lived Practice;

- Regenerative and eco-conscious systems [RRR]
- Small-scale sustainability projects [Backyard Chickens]
- Long-term engagement in education ["career student"]

Globally;

- Extensive international travel
[New country seasonally]
- Cross-cultural observation and adaptability
[Picking up new languages, hanging with native residents,
& visiting experiences unique to the local culture]

CERTIFICATIONS

[CalArts] Game Design: Art and Concepts Specialization (SVBWUH9SZCLY)
 Medallia Product Certification
 Medallia Customer Experience Professional Certification
 Collibra - Data Governance (LP495)
 Insider Threat Awareness (DCSA)
 Cyber Awareness Challenge (DOD)
 Google Digital Garage (73T VRL TFP)
 Business Management & Organization NASBA
 (AQToIj97GYauJD16kwVF0rnLdqRx)