

PHILIP MILLIORN

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Summary

Lifelong hobbyist programmer with experience in developing and deploying software. Results-oriented with 3 years of experience creating websites. Ambitious, self educated in various programming languages.

SKILLS

- HTML
<https://github.com/milliorn?tab=repositories&q=&type=&language=html&sort=name>
- CSS
<https://github.com/milliorn?tab=repositories&q=&type=&language=css&sort=name>
- React
<https://github.com/milliorn?tab=repositories&q=react&type=&language=&sort=name>
- TypeScript
<https://github.com/milliorn?tab=repositories&q=react&type=&language=typescript&sort=name>
- Python
<https://github.com/milliorn?tab=repositories&q=&type=&language=python&sort=name>
- Rust
<https://github.com/milliorn?tab=repositories&q=&type=&language=rust&sort=name>
- .Net Framework
<https://github.com/milliorn?tab=repositories&q=&type=&language=c%23&sort=name>
- Bootstrap
<https://github.com/milliorn?tab=repositories&q=bootstrap&type=&language=&sort=name>
- Tailwind
<https://github.com/milliorn?tab=repositories&q=tailwind&type=&language=&sort=name>

t=name

- Material <https://github.com/milliorn/React-Material-UI-Dictionary>
- Gatsby
<https://github.com/milliorn?tab=repositories&q=gatsby&type=&language=&sort=name>
- Docker, Redis, Linux <https://github.com/milliorn/nwn-ascension>
- Rest, API, JSON <https://github.com/milliorn/NWN.MasterList>

Experience

Web Developer

Everyday Iron Workout Warehouse | Fresno, CA | June 2019-Current

<https://everydayiron.netlify.app>

- Design, build, maintain website hosted on a jamstack.
- Advise and help with social media presence.

Truck Driver/Warehouse Manager

Moore Supply Company | Fredericksburg, TX | May-2017-July 2019

- Review documents and materials for compliance with policies and regulations.
- Report, maintain equipment and vehicles.
- Inspect inbound/outbound cargo.
- Inventory and manual labor.

TSA-IAC Courier

DHL Express | Lubbock, TX | May 2014-Feb-2016

- Review documents and materials for compliance with policies and regulations.
- Report, maintain equipment and vehicles.
- Inspect inbound/outbound cargo.
- Inventory and manual labor.

Projects

Neverwinter Nights .NET | October 2020-Current

<https://github.com/nwn-dotnet>

- Conduct trial runs of the framework to ensure services are functional.
- Write, update, and maintain framework.
- Consult with open source contributors to identify problems and navigate development.
- Technical documentation.

Carpathian Nightmare Neverwinter Nights | December 2004-Current

<https://github.com/milliorn/nwn-module-a-carpathian-nightmare>

- Create game features, storylines, role-playing mechanics, and frameworks to support staff members.
- Operate back-end server using Docker containers with Redis, SQL, NwxEE, Anvil .NET.
- Create UI/UX content for players to interact with.

Education

High School Diploma

Monterey High School | Lubbock, TX | May 1998