Miles Ingram

FULL STACK ENGINEER

Pushing the limits of web technology since the days of Flash games and CRT screens. I help teams create modern, scalable, and maintainable products and experiences from code.

CONTACT

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EDUCATION

Bard College ✦ BA in Biology

SKILLS

Javascript · Typescript · HTML · CSS · Vue · React · Node · SQL · GCP · AWS · Git · WebGL

HOBBIES

Surfing · Biking · Origami

Visible ✦ Co-Founder ✦ visible.page — 2021 ⌁ Present

Visible lets you create multiplayer interactive pages to curate and share your information in custom maps, calendars, galleries, and more.

- Created a fully-featured, collaborative, Notion-style document editor.
- Built a powerful and accessible component-library using WAI-ARIA best practices.
- Implemented a scalable, realtime API to manage multiple simultaneous document edits.

Mount Sinai ✦ Senior Fullstack Engineer — 2019 ⌁ 2021

At Mount Sinai I worked as part of the Consumer Digital team tasked with providing a modern, user-friendly, and streamlined telemedicine experience for millions of Mount Sinai patients.

- Led development of multiple core features of the application such as a HIPAA-compliant video-visit system, the appointment booking flow, the signup flow, and various core APIs.
- Worked closely with the design team to optimize for an easy, visually rich, and enjoyable UX.
- Collaborated closely with external vendors such as Twilio to make sure our video system was reliable on all platforms and devices.

AnimXYZ ✦ Co-Creator ✦ animxyz.com — 2020 ⌁ 2021

AnimXYZ is the first fully composable and customizable CSS animation toolkit that lets you create animations for your HTML, Vue, or React website using plain english.

- Built a widely used multi-framework library that now has over 2k stars on GitHub.
- Used lots of cutting edge CSS keyframes and variables trickery.
- Recorded an episode on PodRocket about the library.

YaHerd ✦ Co-Creator ✦ yaherd.co — 2018 ⌁ 2019

YaHerd helps you share the when and where for any get-together. Simple event invites, no accounts necessary.

- Combined my full-stack development expertise with my brother's design and UX expertise to build the application from the ground up.
- Developed the application to be massively scalable using a combination of cutting-edge server and cloud-based technologies.
- Managed all aspects of domain setup and application hosting and deployment.

Wyss Institute ✦ Systems Engineer — 2016 ⌁ 2018

At the Wyss Institute I designed and built a robotic platform and GUI for human tissue culture and experimentation. The robot automatically performed the complex liquid handling, climate control, and imaging tasks necessary for culturing human organ tissue within microfluidic devices.

- Led all aspects of robot and GUI design, development, and construction.
- Went through multiple design iterations to optimize for robot functionality, user-friendliness, and long-term stability.
- Worked closely with our biology team to design the robotic platform and user interface to synergize with their preferred workflows.
- ✎ *Nature Biomedical Engineering:* Robotic fluidic coupling and interrogation of multiple vascularized organ chips
- ✎ *Nature Biomedical Engineering:* Quantitative prediction of human drug pharmacokinetic responses enabled by fluidically coupled vascularized organ chips

Wyss Institute ✦ Microdevice Design Engineer 2014 ⌁ 2016

At the Wyss Institute I designed and fabricated plastic microfluidic chips for culturing human organ tissues as well as developed a specialized QC tracking application.

- Made major design improvements to the microchips allowing for improved cellular compatibility and experimentation throughput.
- Overhauled multiple aspects of the fabrication process to greatly improve fabrication efficiency and yield.
- Designed a specialized QC tracking application that allowed for a data driven design iteration process.

✎ *Nature Biomedical Engineering:* Mature induced-pluripotent-stem-cell-derived human podocytes reconstitute kidney glomerular-capillary-wall function on a chip

Bard College ✦ Software Engineer 2013

At Bard College I worked on a cost-effective direct laser writing system and GUI for the fabrication of microfluidic devices. The system coupled a standard fluorescence microscope, a 3-axis stage, and a UV laser to generate complex patterns with high precision.

- Developed the school's first direct laser writing system within a tight budget.
- Created a powerful GUI that greatly simplified pattern generation and execution.
- Helped students utilize the system for their school projects and theses.

✎ *Microfluidics and Nanofluidics:* A convenient direct laser writing system for the creation of microfluidic masters