

Patrick Mill

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Education

Vassar College, Poughkeepsie, NY

Expected Graduation May 2027

Bachelor of Arts in Computer Science

- GPA: 3.70 / 4.00 | 2025 Liberty League All-Academic Team
- Relevant Coursework: Computer Networking, Software Design, Analysis of Algorithms, Linear Algebra, Computer Organization, Theory of Computation, Multivariable Calculus, Foundations of Computer Science, Computer Science II

Project Portfolio

The Daily Hue

Lead Developer, January 2026 – Current

- Led backend development for Thedailyhue.com, architecting scalable infrastructure using Supabase for database management and user authentication.
- Implemented CI/CD-style deployment workflows via Cloudflare Workers, enabling automated builds and seamless updates from the code repository.
- Built and maintained internal admin tools to streamline content ingestion, including integrations with external APIs (e.g., National Gallery of Art, Art Institute of Chicago) for automated data sourcing.
- Collaborated cross-functionally as a frontend consultant, improving system design cohesion, performance, and UX.

RomM-CLI

Creator & Developer, January 2026 – Current

- Developed a multi-platform CLI/TUI client in Rust for RomM (8.9k stars) to manage and browse retro game collections.
- Designed an intuitive terminal interface enabling efficient search, navigation, and organization of large game libraries.
- Integrated backend APIs and implemented metadata caching for faster repeat loads, enhancing efficiency.
- Published and open-sourced the project (crates.io & GitHub), demonstrating full-cycle development and deployment.

QuickNotes

Lead Developer, February 2025 – Current

- Built and maintained CI/CD pipelines using GitHub Actions and Gradle to automate Android build, testing, and deployment workflows, enabling streamlined releases to the F-Droid app store.
- Developed an Android productivity app integrating AI-powered note summarization and tagging using the OpenAI API.
- Implemented automated semantic tagging and task-extraction pipelines to improve note organization and retrieval.
- Managed version control, feature branching, and issue tracking as the sole maintainer of a public GitHub repository within a Linux-based development environment.

Work Experience

Presbyterian Church of Deep Run, Perkasio PA

Broadcast Visuals Operator, September 2021 – August 2023

- Produced and directed weekly live-streamed broadcasts using multi-camera setups, automated graphics overlays, and live audio/video switching to ensure seamless remote delivery.
- Diagnosed and resolved real-time technical issues in high-pressure environments, maintaining uninterrupted remote viewing and system reliability.

Utilicast, Kirkland WA

Freelance Graphic Designer, June 2021 – August 2021

- Designed and delivered a cohesive icon set for a web application using Adobe Illustrator and Inkscape, adhering to branding and technical specifications in a remote collaboration environment.
- Automated icon templates and created documentation for replication, ensuring visual consistency, streamlined production, and process improvement.

Leadership Activities

Vassar College, Poughkeepsie NY

Division Three Baseball Pitcher & Leadership Council, August 2023 – Current

- Managed 25+ hours/week of practice, lifts, and games while leading conflict resolution and team building.

Vassar College, Poughkeepsie NY

Game Operations and Facilities Manager, August 2023 – Current

- Managed scoreboards and ensured smooth operation of athletic facilities to promote a positive student experience.

Skills & Interests

Skills: Docker, Cloudflare, Linux, Git, Python, Java, Kotlin, Rust, Ubuntu Server, Android Studio, VS Code, Cursor, and Supabase

Interests: Home media server (Plex & Immich), Hackintosh, Philadelphia sports, Balatro, Pokémon, Retro games, and LEGO