

Cody Miller

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Education

University of South Carolina

Columbia, SC

Bachelor of Science in Computer Science

Expected Graduation: May 2027

Honors & Awards: Honors College

GPA: 3.95

Relevant Experience

Quality Information Systems Intern

05/29/25-08/08/25

- Installed, configured, validated, and deployed the newest version of FreeWeigh software.
- Utilized RStudio packages to create a dynamic reporting tool for the Micro department.
- Gained exposure to basic security measures by working with peers to investigate potential breaches of our network using tools like Cisco Firewall Defender, Fortigate, and Darktrace.

Undergraduate Teaching Assistant

08/26/2024-Present

- Helped students with lab assignments in introductory programming courses.
- Tutored languages including Python, HTML, CSS, and JavaScript.
- Assisted students in fixing errors in their code and gave feedback to improve their projects.

ZenDuck Apps Game Development YouTube Channel

09/24/22-01/12/25

- Created 50+ YouTube videos and shorts about game design and 3D modeling.
- Developed 10+ video games using Unity Engine and Visual Studio, exhibiting C# programming ability.
- Created 3D modeling and printing content, which solved household issues with my home 3D printer.
- Developed mixed reality content for Meta Quest 3, displaying an ability to learn new technologies.
- Exposed to Unity Machine Learning Agents, training agents using neural networks and reward systems.

Cyber Club Member

05/10/24-Present

- Attend weekly meetings for the Cyber Club at the University of South Carolina.
- Learn cyber fundamentals at presentations led by club members and professionals.
- Learn simple cyber skills by walking through websites like “TryHackMe”.

2nd Place, Fall 2023 Code-A-Thon

10/27/23

- Competed and placed 2nd in a 24-hour programming competition, demonstrating strong skills in Java programming and problem-solving.

Skills

Languages: C#, C++, Python, Java, JavaScript, CSS, HTML, R

Developer Tools: VS Code, Visual Studio, Eclipse Studio, RStudio

MISC Skills: 3D Printing, Unity, ML-Agents, .NET MAUI