Miles Tallia

Software Engineer | Graphic Designer

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Online Resume available at: milestallia.github.io

Objective

Highly motivated Software Engineering student seeking a **Spring/Summer Co-op**. With experience in collaborative project management, game mechanics, UI creation, and full-stack development.

Skills

Coding Expertise: **HTML, CSS**, **Java**, **C, C#, C++**, MySQL, React, Javascript, Python
Adobe Tools: **Illustrator**, Photoshop, Premier Pro
3D Programs: Autodesk Maya, Autodesk Inventor, Solidworks
Soft Skills: **Hard-working**, **Time Management**, Presenting, Fast Learner, Problem Solving, Computers
Languages: English, Spanish

Experience

Town Square Partnership | Graphic Designer & Website Manager   Sept '23 - current
In charge of maintaining and updating a subscription-based website as well as the production of most of the visual content.

RIT Baja | Driver Controls Lead, Jig Designer, Website Manager, Cont.   Sept '22 - current
 Lead subsystem meetings, and integrate with the electronics team, the composites team, and the frame team to place/manufacture components for driver controls purposes.
Secretary for the team (23-24), in charge of maintaining sponsor relations, increasing team morale, organizing new member acquisition, and setting up the team apparel order.
In charge of maintaining the team website, adding minor functionalities, and maintaining the javascript database.

Gilbert Hsiao / Julia Ousley | Graphic Designer   Mar '22 - current
Created multiple vector files to specification which were used by CNC machines to create stencils used for a mural/cut-out stainless steel figures for a sculpture.

Education

Rochester Institute of Technology | Software Engineering | GPA - 3.46
Minors: Game Design, Digital Literature and Comparative Media, Furniture Design
Aug 2022 - Expected Graduation May 2027, Rochester

Projects

Multi-User Dungeon | Group Class Project | Team of 4   Feb '24 - May '24
Created a command line graphics game in Java where a player runs through a dungeon, collecting treasure and killing monsters. Personally acted as the team lead for our four-person group; leading team meetings, organizing our schedule, and initiating the appointing of tasks. Also planned and implemented thorough patterns for the tile system, mapping system, and display system.

Arcane Oasis | Hackathon Project | Team of 4   Feb '24
Worked with Unity to create a miniature "collecting" game where the player runs around collecting resources. Personally worked on player movement, spawning/despawning entities, and collisions.

SHMUP Project | Class Project | Individual   Feb '24 - Mar '24
Used Unity to build a classic "Shoot 'em Up" style game where you fight a continuously growing number of ships. Created all the sprites using cloud-based vector graphic software. Applied object oriented programming practices for the use of variable enemy ships. Thoroughly playtested the game, removing bugs and scaling difficulty as required.