

Miles Tallia

Software Engineer

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Online Resume available at: milestallia.github.io

Objective

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

Skills

Coding Expertise: **HTML, CSS, JS, Java, C, C#, C++, MySQL, React, Python**

Softwares: Unity, Godot, Solidworks, Onshape, **Illustrator**, Photoshop, Premier Pro

Soft Skills: **Hard-working, Time Management**, Presenting, Fast Learner, Problem Solving, Computers

Languages: English, Spanish

Experience

NASA - Kennedy Space Center | OSTEM Software Intern Aug. 2025 - Current

Software Engineering intern assisting in a language migration and general update for an internal tool that templativizes PLC Code. Helped convert from PERL to Python, building a React frontend, and building a suite of automated unit tests for the new version.

Visual Action | Software Engineer Jan. 2025 - Aug. 2025

Software Engineer focused on the development and maintenance of the flagship product. Also executed the creation of new examples of the flagship Visual Action software as possible use-cases for prospective employers.

RIT Baja | Ergonomics Lead, Website Manager, Secretary Sept. 2022 - Current

Lead subsystem meetings and integrate with the electronics team, the composites team, and the frame team to place/manufacture components such as the seat, steering wheel, and pedals.

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 functionality, maintaining the database, etc.

Education

Rochester Institute of Technology | B.S. in Software Engineering | GPA - 3.53

Minors: Game Design, Digital Literature and Comparative Media, Furniture Design

Aug 2022 - Expected Graduation May 2027, Rochester

Projects

Opposites Attract | Hackathon Project | Team of 6

Nov '24

Worked with Godot to create a local multiplayer game where you have to work together to open doors/gates, solving little logic problems. Worked a lot on maintaining the product backlog and wrote scripts for movement, scene change, pause functionality, and more.

* Ask me about my other hackathon projects too. '23/'24/'25

Multi-User Dungeon | Group Class Project | Team of 4

Feb '24 - May '24

Created a command line graphics game in Java in which a player runs through a dungeon, collecting treasure and killing monsters. 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.

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.