

Quinton J. Miller

(609)-414-0214 • qjm412@gmail.com • <https://qu-1ll.github.io/>

Motivated Software Engineering student seeking a full-time co-op in backend, frontend, or full-stack engineering.

SKILLS

Languages: Java, Python, C, C++, C#, HTML, CSS, TypeScript, JavaScript, VHDL, ARM Assembly
Frameworks: Angular, React, Flask, Spring
Databases: PostgreSQL, MongoDB

EXPERIENCE

Odin Heavy Industries — Remote

April 2025 - May 2025

Software Engineer

- Fulfilling contracts dealing with various aspects of the development stack.
- Developed an intuitive front-end to decrease staging times and for a large scale manufacturing operation.

Lavner Education: Tech Revolution — Cherry Hill, NJ

June 2024 - August 2024

Instructor Intern

- Taught programming with Python and Scratch, game design with GDevelop, and 3D modeling with TinkerCAD.
- Managed inventory and led students ages 6-14 in a wide variety of activities.

Van Cleef Engineering Associates — Hamilton, NJ

January 2023 - June 2023

Information Technology Intern

- Created a naming system for over 10,000 documents that increased productivity of our team.
- Provided construction and upkeep for various functional hardware systems for employee use.
- Imaged computers for deployment and managed an extensive inventory.

EDUCATION

Rochester Institute of Technology — Rochester, NY

August 2023 - Expected May 2027

Bachelor of Science, Software Engineering, GPA: 3.3

- Rising Senior minoring in both Computer Engineering and Mathematics.
- Researching routing algorithms as a part of RIT's Quantum Computing Research Group.
- Collaborating in a myriad of group projects utilizing Agile methodologies to develop software for course credit.
- Regularly hosting games of "Eclipse: Second Dawn for the Galaxy" for the RIT board game club.

PROJECTS

Trilo-Game — Browser Game

April 2025 - Present

Solo Developer

- Designed a static but detailed game for the popular "roguelike" game genre.
- Programmed with object-oriented principles in Javascript to define intricate mechanics and object behaviors.
- Formed a graphic interface with Pixi.js for easy deployment to any web browser.

Triumvirate Online — Web Application

December 2024 - March 2025

Co-Developer

- Applied knowledge of game theory to remix the ruleset for the game "Coups" making it more engaging.
- Developing a full-stack web application for this game, now named "Triumvirate".
- Quickly formed the backend using Mongoose and JavaScript for a neat RESTful system.
- Generated functional prototypes for the web system to test our backend.

VOLUNTEER

NJTLT Minecraft Education Program — Remote

April 2021 - Present

Senior Mentor

- Teaching children ages 8-14 moral values and technical skills through Minecraft projects.
- Conversing with Bloomberg professionals who present to students during the program.
- Leading curriculum development to be more technically inclined.