Quinton J. Miller

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Motivated software engineering student looking for a Spring 2025 co-op utilizing full-stack development skills.

SKILLS

JavaPythonCJavaScriptC++HTMLAngularReactPostgreSQLFusion 360GitGodotVS CodeLaTex

EDUCATION

Rochester Institute of Technology — Bachelor of Science, Software Engineering

Expected May 2027, Rochester, New York, GPA: 3.2/4

• Minors in Computer Engineering and Mathematics.

EXPERIENCE

Rochester Institute of Technology - Teaching Assistant

August 2024 - December 2024, Rochester, New York

- Managing deadlines and grading programming assignments by providing detailed feedback.
- Working with students one on one to reiterate course materials.

Lavner Education: Tech Revolution - Instructor Intern

June 2024 - August 2024, Cherry Hill, New Jersey

- Practiced numerous technical skills with kids ages 6-14.
- Managed inventory and led students.
- Utilized a variety of programs including TinkerCAD, Python, Java, Minecraft, and Roblox.

Van Cleef Engineering Associates - Information Technology Intern

January 2023 - June 2023, Robbinsville, New Jersey

- Created a naming system for 10,000+ documents that increased productivity of our team.
- Worked with IT technicians and fellow interns to set up various hardware systems.
- Imaged computers for deployment and constructed workstations.

VOLUNTEER

National Junior Tennis League of Trenton — Minecraft Education Program

April 2021 - Present, Trenton, New Jersey

- Changed the curriculum to be more technically inclined.
- Teaching children ages 8-12 moral values and technical skills through projects done within Minecraft: Education Edition.

PROJECTS

Tiny Towns API — Personal

March 2024 - Present

- Created a fully-encapsulated Java backend for the board game "Tiny Towns".
- Designed a detailed class system with over 2000 lines of code.
- Continually programming and designing the front-end of this project.

U-Fund Website — Introduction to Software Engineering

May 2024 - August 2024

- Led development on Angular framework.
- Contributed a total of 2800 lines of code.
- Received 4.8/5 from peer evaluations.