

Quinton J. Miller

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Motivated software engineering student looking for a January 2025 co-op where I can demonstrate my full-stack development skills.

SKILLS

Java	Python	C	JavaScript	C++	C#
HTML	Angular	React	PostgreSQL	Git	Fusion 360
Godot	VS Code				

EXPERIENCE

Lavner Education: Tech Revolution - *Instructor Intern*

June 2024 - August 2024, Cherry Hill, New Jersey

Practiced numerous technical skills by explaining them to kids ages 6-14. Managed inventory and led students. Utilized a wide variety of programs including Scratch, TinkerCAD, GDevelop, Cura, Python, Java, Minecraft, and Roblox.

Van Cleef Engineering Associates - *Information Technology Intern*

January 2023 - June 2023, Robbinsville, New Jersey

Created a standardized naming system for over 10,000 documents that increased the productivity of our data entry team. Worked with IT technicians and fellow interns to set up various hardware systems. This includes imaging computers for deployment and setting up physical workstations.

EDUCATION

Rochester Institute of Technology — *Software Engineering*

August 2023 - May 2027, Rochester, New Jersey, GPA: 3.2/4

All set to graduate the typically 5-year-long Bachelor's program a full year early. Pursuing a Bachelor of Science in Software Engineering with minors in both Mathematics and Computer Engineering. Currently third-year standing.

Mercer County Community College — *Dual Enrollment*

September 2020 - June 2023, Mercer County, New Jersey

Enrolled in college courses while in high school to get a head start on credits. Graduated high school with 54 college credits on top of a perfect GPA.

VOLUNTEER

National Junior Tennis League of Trenton — *Minecraft Education Program*

April 2021 - Present, Trenton, New Jersey

Worked with the director to successfully change the curriculum to be more technically inclined. Teaching children ages 8-12 moral values and technical skills through projects done within Minecraft: Education Edition. Great booster of cooperative and communication skills.

PROJECTS

Tiny Towns API — *Personal*

March 2024 - Present

Created a fully-encapsulated Java backend for a future website implementation of the board game "Tiny Towns". The project currently has approximately 30 classes and well over 2000 lines of code, and due to the expansive nature of board games, those numbers will continue to grow. The GitHub documentation is available in the "projects" section on <https://qu-1ll.github.io>.

U-Fund Website — *Rochester Institute of Technology*

May 2024 - August 2024

Took initiative in learning the Angular framework as well as being a very involved member of the team. Handled the "View" part of the Model-View-ViewModel Architecture, and contributed a total of 2800 lines of code to the project. Received a 4.8/5 from peer evaluations on both programming proficiency and team coordination.