Quinton J. Miller

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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, SQL, ARM Assembly
Frameworks: Angular, React, Flask, Spring, Express

EXPERIENCE

Hamilton Flag Football League — *Hamilton, NJ*   June 2025 - Present
Software Engineer

- Utilizing React to make a functional web interface for officials and coaches to use in real time.
- Implemented an API with Express to manage game schedules, player attendance, and more.
- Deployed web pages and API to a virtual machine with Amazon Web Services.

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.

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

- Minors in 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 — *Web Application*   April 2025 - Present
Solo Developer, personal project

- 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.

Tiny Towns — *API*   March 2024 - October 2024
Solo Developer, personal project

- Designed and implemented a robust API to model intricate board game mechanics.
- Developed an algorithm for comparing 2D schematics and a data type for constant-time schematic handling.
- Applied object-oriented principles, such as the "Factory Method", to develop this open source Java project.

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.