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, ARM Assembly
Frameworks: Angular, React, Flask, Spring
Databases: PostgreSQL, Mongoose

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

- 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

Triumvirate Online — *Web Application*   December 2024 - Present
Co-Developer

- Applied knowledge of game theory to remix the ruleset for the game "Coup" making it more engaging.
- Developing a full-stack and open source web application of 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.

Tiny Towns — *API*   March 2024 - October 2024
Solo Developer

- 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.