

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++, HTML, CSS, TypeScript, VHDL, JavaScript, ARM Assembly
Frameworks: Angular, React, Flask, Spring
Databases: PostgreSQL, MongoDB

EDUCATION

Rochester Institute of Technology — *Rochester, NY*

August 2023 - Expected May 2027

Bachelor of Science, Software Engineering, GPA: 3.2

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 self-taught knowledge of game theory to remix the ruleset for the game "Coups" to make 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.

EXPERIENCE

Rochester Institute of Technology — *Rochester, NY*

August 2024 - December 2024

Course Assistant

Assessed over 50 programming assignments per week and provided detailed feedback.

Conducted tutoring sessions to reinforce programming concepts and problem-solving skills.

Lavner Education: Tech Revolution — *Cherry Hill, NJ*

June 2024 - August 2024

Instructor Intern

Taught programming with Python and Scratch, game development 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 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.

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.