

Quinton J. Miller

Motivated software engineering student looking to break into a career of professional software development.

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SKILLS

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|--------------|-----------|----------------------|
| • Java | • C++ | • Office 365 |
| • Python | • HTML | • Fusion 360 |
| • C | • Angular | • Godot |
| • JavaScript | • Git | • Visual Studio Code |

EXPERIENCE

Lavner Education: Tech Revolution - *Instructor Intern*

June 2023 - August 2023

Practiced numerous technical skills by explaining them to kids ages 6-14. Managed inventory and led students. Utilized programs including Scratch, TinkerCAD, GDevelop, Cura, Sphero, Minecraft, Roblox, and more.

Mercer County Technical Schools - *IT Intern*

June 2022 - August 2022, June 2023 - August 2023

Spent 2 summers working with the school's IT technician and gained valuable experience and knowledge of computer systems.

Van Cleef Engineering Associates - *IT Intern*

January 2023 - June 2023

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

Currently pursuing a BS in Software Engineering with minors in both Mathematics and Computer Engineering. Looking forward to co-ops and pre-accepted into the MS program.

Mercer County Community College — *Dual Enrollment*

September 2020 - June 2023

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

VOLUNTEER

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

April 2021 - Present

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 my cooperative and communication skills.

PROJECTS

Tiny Towns API — *Personal*

April 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 — *Introduction to Software Engineering*

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.