Quinton J. Miller

(609)-414-0214 • qjm412@gmail.com • https://qu-1ll.github.io/ Motivated software engineering student looking for a summer or fall 2025 co-op.

SKILLS

Java Python C C++ TypeScript JavaScript Angular React PostgreSQL Mongoose Fusion 360 VHDL

EDUCATION

Rochester Institute of Technology — Rochester, NY

Bachelor of Science, Software Engineering, Expected May 2027

- Minors in Computer Engineering and Mathematics to learn even more about computer and organization systems.
- On track to graduate a year early after transferring in 50 credits from highschool.

PROJECTS

Triumvirate.io — Web Application

December 2024 - Present

- Full stack design making use of Mongoose, JavaScript, and Angular.
- In-progress online implementation of a card game that I created named "Triumvirate".

Tiny Towns — API

March 2024 - October 2024

- Created a fully-encapsulated Java back-end for the board game "Tiny Towns".
- Designed and documented a detailed class system with over 2000 lines of code.

EXPERIENCE

Rochester Institute of Technology — Rochester, NY

Course Assistant, August 2024 - December 2024

- Assessing programming assignments and providing detailed feedback.
- Working with students one on one to reiterate course materials.

Lavner Education: Tech Revolution — Cherry Hill, NJ

Instructor Intern, June 2024 - August 2024

- Practiced numerous technical skills with students ages 6-14.
- Managed inventory and led students in a wide variety of activities.
- Utilized a myriad of programs including TinkerCAD, Python, Java, Minecraft, and Roblox.

Van Cleef Engineering Associates — Robbinsville, NJ

Information Technology Intern, January 2023 - June 2023

- Created a naming system for 10,000+ documents that increased productivity of our team.
- Worked with IT technicians and fellow interns to set up various hardware systems.
- Imaged computers for deployment and constructed workstations.

VOLUNTEER

National Junior Tennis League of Trenton — Minecraft Education Program

April 2021 - Present, Trenton, New Jersey

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