Quienten Miller

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EDUCATION

Bachelor of Science Computer Science and Systems, Minor in Mathematics — June 2025
University of Washington — *3.8 Cumulative GPA*

WORK EXPERIENCE

Course Facilitator / Undergraduate Teaching Assistant — January 2024 – Present
University of Washington
- Design and conduct weekly workshops for 26 students to support student comprehension and engagement in core Discrete Mathematics course.
- Develop comprehensive workshop materials and activities aligned with computer science course curriculum, reinforcing key concepts covered in class.

Computer Science Tutor — April 2023 – Present
University of Washington
- Provide individualized support and guidance to a diverse group of 4,790 students enrolled in advanced computer science and mathematics courses.
- Conducted more than 250 tutoring sessions in computer science and mathematics, with a focus on personalized learning strategies.
- Serve as an embedded tutor within the classroom, providing supplementary explanations and support to 47 students during lectures, reinforcing fundamental concepts and addressing individual questions.
- Engage in professional development tasks to integrate new knowledge and teaching methodologies into tutoring sessions, enabling a more comprehensive and effective approach to delivering complex concepts.

PROJECT EXPERIENCE

Portfolio Website quienten.dev | *JavaScript, React, TailwindCSS, Vite*
- Developed a web application that showcases my projects and professional journey.

Recipe Ready | *JavaScript, React, Node.js, Express.js, Firebase, OpenAI API, YouTube API*
- Developed a full-stack AI-powered web-application that dynamically creates personalized recipes with user provided ingredients.
- Utilized YouTube API to display a selection of cooking tutorials for any recipe.
- Implemented robust Firebase authentication and database functionalities to store a user's chat messages and saved recipes.
- Successfully deployed the application on Render, securing a custom domain for optimal user accessibility.

Tetris Group Project | *Java, Swing, Observer Design Pattern, Git*
- Collaborated with a team of 5 to engineer a Tetris Remake utilizing Java and the Observer Design Pattern.
- Applied Agile methodologies to ensure efficient project development.

Covid Dashboard | *Python, Django, JavaScript, Plotly*
- Developed a comprehensive web dashboard using Python, Django, and JavaScript, designed as a centralized hub for global COVID-19 information.
- Implemented choropleth maps to enhance data visualization, offering a unique and insightful perspective on the pandemic.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C#, SQL, Java, Go, R
Frameworks: React, Node.js, Express.js, Material-UI, TailwindCSS, Django
Developer Tools: Git, VS Code, IntelliJ

LEADERSHIP AND EXTRACURRICULARS

Student Technology Fee Committee — August 2023 – Present
Vice Chair — *University of Washington*

Google Developer Student Club — September 2022 – June 2023
Vice President — *University of Washington*