

Quincy Miller

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EDUCATION

University Of Connecticut

August 2020 - May 2024

Computer Science and Engineering

- GPA: 3.375 / 4.0
 - Pursuing A Bachelor of Computer Science with a concentration in **Software Design and Development**.
 - Relevant Courses: **Object Oriented Programming, Data Structures, Principles of Programming, Programming for Engineers, Systems Programming, C++ Essentials, Cybersecurity, Algorithms and Complexity**
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EMPLOYMENT AND VOLUNTEERING

DX Group | University of Connecticut

September 2022 - Present

Student Software Engineer | <https://dxgroup.core.uconn.edu/#team>

- Designed, developed, and deployed numerous web and mobile applications to assist in high level research at UCONN.
- Collaborated directly with client researchers, other student developers, and professional SWEs during each project.

Hubbell | Avon, CT

May 2022 - August 2022

Cloud Software Engineering Intern

- Worked full-time with a team of experienced engineers on a highly scalable web-application designed for monitoring and managing millions of power-grid devices.
 - Developed a webpage using **Angular, .NET, and Azure** that displayed critical information relating to smart sensors on powerlines.
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EXPERIENCE AND PROJECTS

HackUConn 2022 Hackathon | - <https://github.com/QuincyMillerDev/HackUConn-2022>

- Developed a personal wellness mobile application over the course of 24 hours with a team of 5 junior developers, came in 4th out of 20 teams.

Husky Developer Club Officer | <https://github.com/husky-developers>

- Developed projects that utilized innovative technologies such as the use of AI for efficient biomechanical tracking and image recognition.
- Club officer in charge of leading web-development workshops and communication with 300+ members on multiple platforms.

COVID-19 Tracker Workshop and WebApp | <https://github.com/QuincyMillerDev/Covid19Tracker>

- Lead a **60+ person workshop** where I taught students how to develop a single page web application using a REST API to display data relevant to the COVID-19 pandemic. Built using Typescript, Vue, and Tailwind.

Portfolio Website | <https://github.com/QuincyMillerDev/portfolio-website>

- Personal portfolio site built with React with the implementation of smooth scrolling and animation to guarantee an excellent digital experience.

UConn Outing Club Store

- Developed a digital marketplace for the UConn Outing Club with React, Tailwind, and Django. Deployed with AWS.

Weather App | <https://github.com/QuincyMillerDev/weatherapp-js>

- Developed a highly efficient weather tracking application utilizing Facebook's React and the Open Weather Map API in order to provide accurate data, deployed to the web to millions of potential users via Netlify.
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TECHNICAL SKILLS AND INTERESTS

Languages: Typescript | C# | JavaScript | Python | C | C++ | HTML | CSS | SQL | CQL | Lisp

Technologies: Microsoft VS and VSCode | VueJS | Microsoft Azure | Apache Cassandra | Facebook's ReactJS | Node.js | Github | Google's Angular 2+ | Postman | Docker | Datastax Studio | Supabase | Tailwind