Quincy Miller

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EDUCATION

University Of Connecticut   **August 2020 - May 2024**
Computer Science and Engineering
- GPA: **3.5 / 4.0**
- Pursuing A Bachelor of Computer Science with a concentration in **Software Design and Development.**
- Relevant Courses: **Object Oriented Programming and Data Structures, Principles of Programming, Programming for Engineers, Discrete Systems, Digital Logic and Design, Systems Programming.**

EMPLOYMENT AND VOLUNTEERING

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

American Flatbread Company | South Windsor, CT   **August 2020 - December 2021**
Food Cook and Restaurant Host
- Trained 10+ new employees over the course of the COVID-19 pandemic.
- As host, developed interpersonal and customer service skills.

Adaptive Snow Sports | Mt. Snow, VT
Volunteer Ski Instructor
- Helped individuals with disabilities to develop skills and gain pride/confidence both on and off the slopes. Volunteered in over 10 large-scale events.

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
- Developed projects that utilized innovative technologies such as the use of AI for efficient biomechanical tracking and image recognition.
- Club officer in charge of communication with 50+ members on multiple platforms.

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 with a React and Tailwind Frontend and a Django backend. Deployed with AWS.

Weather App | https://github.com/QuincyMillerDev/weatherapp-js
- Developed a highly efficient weather tracking application utilizing Facebook's React web-framework and the Open Weather Map API in order to provide accurate data, deployed to the web to millions of potential users via Netlify.

The Algorithms - Python | Open-Source Project | https://github.com/QuincyMillerDev/Python
- Contributed a new data structure algorithm that found the maximum sum of contiguous subarrays when provided an array using a divide-and-conquer method.

TECHNICAL SKILLS AND INTERESTS

Languages: Python | Typescript | C# | JavaScript | SQL | CQL | HTML | CSS | Lisp
Technologies: Microsoft VS and VSCode | Microsoft Azure | Apache Cassandra | Facebook's ReactJS | Node.js | Github | Google's Angular 2+ | Postman | Docker | Datastax Studio
Interests: Content Creation | Blockchain | Machine Learning | Skiing | Martial arts | Wrestling | Rowing