

Cooper Miles

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Objective

Seeking a co-op in computer science.
Available January - December 2026.

Education

Rochester Institute of Technology: Rochester, New York
Accelerated Bachelor of Science/Master of Science, Computer Science. Expected May 2030
GPA: 4.0
Relevant Courses: Computer Science for AP, Mechanics of Programming, Computer Science Theory, Probability and Statistics, Discrete Mathematics
Achievements: Fall 2024 and Spring 2025 Dean's List

Skills

Programming languages: Java, Python, C, GDScript
Software: IntelliJ, Unity, Pycharm, Visual Studio Code, Godot, Fusion360, Blender

Projects

Devcade Giga-Game | Club (current) | github.com/Titanium-Lung/basketpong

- Programming a large-scale game in Godot in a team of 10 people using Github
- Coded features for the game including obstacle functionality and a pause menu which freezes and blurs the game
- Contributed to team brainstorming and concept creation

Basketpong | Personal (2025) | github.com/AndrewSH-548/devcade-giga-game

- Utilized Godot to create a 2D game that is a mash up between Pong and Basketball
- Coded functionality for collisions and ball physics
- Designed a UI that the player uses to navigate through the game's multiple pages

Skater Infestation | Personal (2023) | titaniumlung.itch.io

- Utilized Unity to create a VR game for the Oculus Quest
- Coded enemy movements, a tutorial, and different power-ups for the player to use
- Customized 3D models to use as assets for the game

Clubs and Organizations

Computer Science House

- On-Floor member of Computer Science House
- Appointed as Editor for the weekly newsletter
- Contributing to House services
 - Devcade, including exhibiting the project during ImagineRIT
 - Added content to Profiles website