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: 3.780
Relevant Courses: Computer Science for AP (Java/Python), Mechanics of Programming (C), Introduction to Software Engineering (Java and Typescript), Introduction to AI
Achievements: Fall 2024 and Spring 2025 Dean's List

Skills

Programming languages: Java, Python, Typescript, C, C#, GDScript (like Python)
Software: Visual Studio Code, Git, PyCharm, IntelliJ, Fusion360, Blender

Projects

Devcade Giga-Game | Club (current) | github.com/AndrewSH-548/devcade-giga-game

- 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

Mock Ufund Website | Class (2025) | github.com/RIT-SWEN-261-05/team-project-2251-swen-261-05-3-we-retrying

- Programmed a Java backend which connects to a typescript frontend using http requests with a team of 4 people

- Coded frontend and backend functionality for managers to manage needs in the cupboard

- Constantly reviewed and gave feedback on the Pull Requests of my teammates

Basketpong | Personal (2025) | github.com/Titanium-Lung/basketpong

- 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

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