Geoffrey A. G. Morse

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Portfolio - https://gmorse19.github.io/ | GitHub - https://github.com/GMorse19

Software Engineer

Technical Skills

- JavaScript
- React.js
- Bootstrap
- jQuery

- Ruby on Rails
- Express.js
- Node.js
- SaSS

- MongoDB
- Mongoose
- PostgreSQL
- SQL

PROJECTS

Work From Roam: (March 2020 - Present) Group collaboration of developers and designers tasked to build application utilizing Google Maps API to help users locate favorite places to work based on user generated data. (React.js, JavaScript, Ruby on Rails, PostgreSQL, Bootstrap)

What's Your Problem?: (April 2020 - Present) Independently developed SPA with RESTful API. App allows users to create and store personal word problems while also providing platform to share and solve problems. (React.js, JavaScript, Ruby on Rails, PostgreSQL, Bootstrap)

PollPosition: (January 2020 - February 2020) Independently developed SPA with RESTful API which uses multiple entity relationships to allow user to create polls, create choices for polls and to vote on polls. (React.js, JavaScript, Ruby on Rails, PostgreSQL, Bootstrap)

Const Gamer: (December 2020) Independently developed SPA with RESTful API built for hosting multiple games where user has ability to create account, create variation of game and play games created by other users. (React.js, JavaScript, Ruby on Rails, PostgreSQL, Bootstrap)

BeeHive: (November 2020) Jointly created SPA with RESTful API using SCRUM/AGILE approach. App allows users and non-users to view and RSVP local events. (JavaScript, Express.js, Node.js, MongoDB)

QuipProCode: (October 2020) Independently developed SPA with RESTful API. App allows user to store quotes or quips by 'mood'. Multiple random options to generate a "mood" are also available to the user. (JavaScript, jQuery, Ruby on Rails, PostgreSQL, HTML, CSS)

Tic-Tac-Toe: (September 2020) Independently developed front-end application built with ability to play friend or use 'computer move'. (JavaScript, jQuery, AJAX, Bootstrap, HTML, CSS)

EXPERIENCE

SOFTWARE ENGINEER FELLOW, GENERAL ASSEMBLY; BOSTON, MA - 2019-2020

Completed 12 week / 500+ hour software immersive program.
Successfully completed four projects in three to four day sprints, ConstGamer, BeeHive, QuipProCode and Tic-Tac-Toe.

LICENSED CONSTRUCTION SUPERVISOR; BOSTON, MA - 2004-2019

Management of building projects, including project planning, budgeting, and scheduling. Liaised with clients, designers and architects. Managed, directed and trained employees.

LIVE EVENT PRODUCTION; BOSTON, MA - 2009-2019

Event-coordination, camera operation, non-linear editing, audio engineering.

EDUCATION

University of Massachusetts at Amherst
Wentworth Institute of Technology