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: A group collaboration of developers and designers tasked to build an application utilizing the Google Maps API to help users locate their favorite places to work based on user generated data. (React.js, JavaScript, Ruby on Rails, PostgreSQL, Bootstrap)

What's Your Problem?: Independently developed a SPA with RESTful API. What's Your Problem is an app that allows users to create and store their own personal word problems while also providing a platform to share and solve those problems. (React.js, JavaScript, Ruby on Rails, PostgreSQL, Bootstrap)

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

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

BeeHive: Jointly created a SPA with RESTful API using SCRUM/AGILE approach. This app allows users and non-users to view local events in which they may wish to attend. Once a user creates an account they have the ability to RSVP to an event of their choosing. (JavaScript, Express.js, Node.js, MongoDB)

QuipProCode: Independently developed a SPA with RESTful API. This app allows a user to store quotes or quips by 'mood' in order to revisit them when they're in the mood or in the need of a mood change. A random 'Bad Jokes' and 'Uplift' option are also available to the user. (JavaScript, jQuery, Ruby on Rails, PostgreSQL, HTML, CSS)

Tic-Tac-Toe: Independently developed a front-end application built with the ability to play a friend or use a 'computer move' when a friend is not available. (JavaScript, jQuery, AJAX, Bootstrap, HTML, CSS)

EXPERIENCE

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

Completed a 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

Responsible for overall 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

Responsibilities included event-coordination, camera operation, non-linear editing, audio engineering.

EDUCATION

University of Massachusetts at Amherst
Wentworth Institute of Technology