

GEOFFREY A. G. MORSE

SOFTWARE ENGINEER

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

SKILLS

JavaScript, React.js, Ruby on Rails, PostgreSQL, SQL, Bootstrap, jQuery, Node.js, Express.js, MongoDB, HTML, CSS, SaSS, Git.

PROJECTS

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