Devin Morgan

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Education

Old Dominion University

Norfolk, VA

Bachelor of Science in Computer Science

Aug. 2019 - May 2025

Cumulative GPA: 3.33/4.0

Phoebus Highschool

Hampton, VA

General Education

Sep. 2014 – May 2019

Experience

Data Entry Specialist and Software Developer

June 2024 - Present

Virginia Space Grant Consortium

600 Butler Farm Rd Hampton, VA

- Developed multiple **software applications** designed to control small drones and provide high school students with foundational programming education
- Maintaining and updating the internship database using Excel
- Leveraged JavaScript frameworks and HTML to create interactive learning experience applications

Technology Analyst

Sep. 2023 - Present

ODU Procurement Services

- Evaluating surplus **hardware** to determine its quality and potential for resale
- Assess and troubleshoot computer problems brought by students, faculty and staff
 Assessing a diverse range of equipment, including CPUs, laptops, projectors, and other technology
- Assessing a diverse range of equipment, including **Cros, taptops, projectors**, and other techni

VICEROY Cybersecurity Research Program

Nov. 2024 – Present

Department of Defense (DoD) Funded | Old Dominion University

5115 Hampton Blvd Norfolk, VA

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- Selected for prestigious DoD-funded research on GPS spoofing detection using transformer-based AI models
- Applied machine learning techniques to real-world cybersecurity challenges in a collaborative research setting
- Designed and presented a **research poster** showcasing project outcomes to an academic audience

Projects

Genesis AI | Flutter, Firebase, Subabase, REST API, AI Integration, Docker

January 2025 – Present

- · Developed an advanced AI-driven chatbot app integrating APIs, including OpenAI and more
- Accomplished a more secure faster backend by 120% by implementing Redis caching with JWT authentication
- My app has been used by over +9,000 users and has generated over +55,000 chat requests and over +2,500 images
- Many features such as real-time web search, AI generated images, and file uploads

Plasma Puck Unlimited | Unity, C#, iOS, Android, Game Development

August 2023 - Present

- Developed a fast-paced mobile air hockey game with over **+20,000** downloads
- Use of Unity services for features such as mobile ads, cloud remote config, and player analytics
- Recognized and featured **twice** by the **iOS App Store**, with a **4.8/5-star** rating overall

- Developed over 4 educational applications to teach coding and drone programming to students using Python
- Accomplished interactive drone coding for students by embedding a code editor using CodeMirror.js within an Electron.js application
- Accomplished real-time drone control and live video streaming using FFMPEG and UDP packet transmission
- My applications have been used to introduce over +1000 students to coding

Certifications

Drone Flying Certification - July 2024 AWS Certified Cloud Practitioner - April 2025

Technical Skills

Languages: JavaScript/TypeScript, HTML/CSS, Python, Java, C, C++, C#, SQL (Postgres), Flutter

Frameworks: React, Node.js, Flask, JUnit, Next.js, Material-UI, Electron.js

Developer Tools: Git, Firebase, Supabase, Vercel, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ,

NumPy, Matplotlib, Amazon Web Services, Postman