

Devin Morgan

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Education

Old Dominion University <i>Bachelor of Science in Computer Science</i>	Norfolk, VA Aug. 2019 – May 2025
Phoebus Highschool <i>General Education</i>	Hampton, VA Sep. 2014 – May 2019

Experience

Data Entry Specialist and Program Developer <i>Virginia Space Grant Consortium</i>	June 2024 – Present 600 Butler Farm Rd Hampton, VA
<ul style="list-style-type: none">Developed multiple software applications designed to control small drones and provide high school students with foundational programming educationMaintaining and updating the internship database using Excel and internal CRM systemsLeveraged JavaScript frameworks and HTML to create interactive learning experience applications.	
Technology Analyst <i>ODU Procurement Services</i>	Sep. 2023 – Present 5115 Hampton Blvd Norfolk, VA
<ul style="list-style-type: none">Evaluating surplus hardware to determine its quality and potential for resaleAssess and troubleshoot computer problems brought by students, faculty and staffAssessing a diverse range of equipment, including CPUs, laptops, projectors, and other technology	

Projects

Genesis AI <i>Flutter, Firebase, Subabase, REST API, AI Integration, Docker</i>	January 2025 – Present
<ul style="list-style-type: none">Developed an advanced AI-driven chatbot app integrating APIs, including OpenAI and moreImplemented JWT authentication on the backend within Supabase edge functionsFlutter front end for smooth, performant, and responsive UI for both iOS and AndroidUse of Redis caching on the backend for 120% faster API callsMy 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 <i>Unity, C#, iOS, Android, Game Development</i>	August 2023 – Present
<ul style="list-style-type: none">Developed a fast-paced mobile air hockey game with over +20,000 downloadsUse of Unity services for features such as mobile ads, cloud remote config, and player analyticsRecognized and featured twice by the iOS App Store, with a 4.8/5-star rating overall	
Tello Coding Labs <i>JavaScript, HTML, Electron.js, Python, Drone Programming, Software Development</i>	July 2024 – Present
<ul style="list-style-type: none">Developed over 4 educational applications to teach coding and drone programming to students using PythonAccomplished interactive drone coding for students by embedding a code editor using CodeMirror.js within an Electron.js applicationAccomplished real-time drone control and live video streaming through integration of communication protocols using FFMPEG and UDP packet transmissionMy applications have been used to introduce over +500 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