Devin Morgan

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Education

Old Dominion University

Norfolk, VA Bachelor of Science in Computer Science Aug. 2019 - May 2025

Phoebus Highschool

General Education Sep. 2014 - May 2019

Experience

Data Entry Specialist and Program Developer

June 2024 - Present

Hampton, VA

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 and internal CRM systems
- Leveraged JavaScript frameworks and HTML to create interactive learning experience applications.

Technology Analyst

Sep. 2023 - Present 5115 Hampton Blvd Norfolk, VA

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

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
- Implemented JWT authentication on the backend within Supabase edge functions
- Flutter front end for smooth, performant, and responsive UI for both iOS and Android
- Use of **Redis** caching on the backend for **120% faster** API calls
- 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

Tello Coding Labs | JavaScript, HTML, Electron.js, Python, Drone Programming, Software Development Iuly 2024 - Present

- 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 through integration of communication protocols using FFMPEG and UDP packet transmission
- My 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