KEATON MORALES

(979) 215-3741
KEATON.S.MORALES@GMAIL.COM
JUSTIN, TX
WWW.LINKEDIN.COM/IN/KEATON-MORALES
VETERANS' PREFERENCE: ELIGIBLE
SECURITY CLEARANCE: TOP SECRET / SCI (ACTIVE)

OBJECTIVE

Computer Science & GIS student seeking a 2026 Summer internship in Software Engineering. Skilled in software engineering principles, data structures, algorithms, and version control with the ability to provide solutions, collaborate, and adapt in changing environments.

SKILLS & ABILITIES

Languages: C++, C, JavaScript, HTML, CSS, Python
Concepts: Object-Oriented Design, Recursion, Data Structures, Inheritance, Polymorphism, Linked Lists, Dynamic Memory Management, Agile frameworks
Tools & Software: Linux CLI, Makefiles, ArcGIS Pro, Qt Creator
Soft Skills: Leadership, Mission Planning, Technical Writing, Briefing Skills

EXPERIENCE

Geospatial Analyst (Reservist)
U.S. Army Reserve – Fort Snelling, MN
Dec 2022 – Present

- Conducted imagery intelligence analysis to support operational planning and situational awareness.
- Produced, disseminated, and briefed actionable intelligence using GIS and FMV tools.
- Mentored junior analysts and provided training on geospatial tools and workflows.

Geospatial Analyst / Aerial Sensor Operator / Mission Supervisor / Flight Instructor
U.S. Army – Camp Humphreys, South Korea
Apr 2019 – Dec 2022

- Led over 120 aerial reconnaissance missions collecting high-value intelligence.
- Collected and analyzed FMV, IR, SAR, and MTI data to deliver actionable intelligence, enhancing operational awareness and mission planning
- Provided training, mission oversight, and operational supervision in a 24/7 environment.
- Utilizes sensors and software such as Socet GXP, ArcGIS Pro, and ORION to deliver timely assessments.

EDUCATION

Bachelor of Science in Computer Science & Geographic Information Systems (GIS)
University of North Texas – Denton, TX
Expected Graduation: December 2026

- 4x President's List

Advanced Geospatial Intelligence Training
U.S. Army – Fort Huachuca, AZ
Completed: January 2020

- Graduated Top 10% of Class

RELEVANT COURSEWORK & CERTIFICATES

- Computer Programming I & II
- Foundations of Computing
- Data Structures and Algorithms
- GIS Raster & Vector Analysis
- Enterprise GIS
- Intro to GIS Programming
- Intro & Advanced GIS
- AT&T Technology Academy 2025
- Code Generation and Optimization Using IBM Granite
- Learn JavaScript
- Learn HTML
- Learn CSS

TECHNICAL PROJECTS

Bank Account Management System (C++)

- Implemented a banking system using custom linked lists for managing account objects.
- Applied object-oriented principles including inheritance and polymorphism for extensibility.
- Included secure user input handling and robust error checking in a modular program structure.

Memory Match Game (C++)

- Developed a console-based memory match game to demonstrate proficiency in game logic and interactive application design
- Implemented a 5x4 grid system using a 2D array to manage game state, with each card having a paired match for the players to find.
- Designed a multiplayer framework supporting up to 4 players, with dynamic player management and turn based gameplay.
- Developed a card shuffling algorithm using random index generation to ensure varied game setups for each session.
- Implemented a scoring system that rewards successful matches and penalizes incorrect attempts.

Student Records Management System (C++)

- Created a menu driven console application to create, read, update, and delete student data.
- Engineered functions to read from student files and write a summarized academic performance report.
- Built extensive input validation and error handling mechanisms.
- Implemented efficient algorithms to minimize processing time and ensure data integrity.