

KEATON MORALES

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<https://keaton-714.github.io/personal-site/>

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

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.
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EDUCATION

Bachelor of Science in Computer Science & Geographic Information Systems (GIS)

University of North Texas – Denton, TX

Expected Graduation: December 2026

Advanced Geospatial Intelligence Training

U.S. Army – Fort Huachuca, AZ

Completed: January 2020

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.

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.

AVL Tree (C++)

- Implemented a self-balancing binary search tree (AVL Tree) to maintain optimal search, insertion, and deletion performance.
- Designed an iterative rebalancing algorithm using a stack to track the path from inserted or deleted nodes up to the root.
- Applied rotations dynamically to restore tree balance and maintain $O(\log n)$ operations.