

Andrew Morgan

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EDUCATION:

University of North Carolina at Charlotte (UNCC) | Anticipated Graduation: May 2026

Degree: Bachelor of Science in Computer Science | **Concentration:** AI, Robotics, and Gaming | **GPA:** 4.00

Honors: Member of Honors College, Chancellor's List: Fall '23/Spring '24

Relevant Courses: Data Structures and Algorithms (Fall 2023), Intro to Computer Systems (Spring 2024), Intro to Artificial Intelligence (Spring 2024)

TECHNICAL SKILLS:

Languages/Technologies: Python, Java, C, Scikit-Learn, Angular, HTML, CSS, TypeScript

Interests/Proficiencies: Machine learning/AI, natural language processing, OOP/software development, web development using Angular

WORK EXPERIENCE:

Undergraduate Researcher

UNCC Jun 2024 - Present

- Conducting comparative research into methods of fine-tuning and using large language models for automatic text classification.
 - Using Python, Scikit-Learn, OpenAI's API, and the Huggingface's Setfit framework with training datasets of student feedback responses from a software engineering course at UNCC.
 - My research with fine-tuned models will improve the robustness of the course's support systems in future semesters.
 - Demonstrating effective communication skills with fellow researchers.
 - Received feedback from the organizing professor that I have exercised a strong work ethic.
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PERSONAL PROJECTS:

Web Scraper/Search App May 2024

- Created a Java app that scrapes HTML from the UNCC dining hall website using Java's HTTPClient.
- Experimented with improving the user's experience in searching dining hall menu information.
- Utilized material learned in Data Structures and Algorithms.

JavaScript Code Generator Tool Jun 2023

- Created a Java app to retrieve JSON data from an API to generate JavaScript for an RPG web app, Kobold Helper.

Project Showcase/Personal Website Present

- Building a personal website using the Angular JavaScript framework, including Bootstrap CSS, to showcase my projects.