Brandon Morton

Frontend Developer

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Education

Youngstown State University   Youngstown, OH
College of Science, Technology, Engineering, and Mathematics (STEM)
2021 BS in Computer Science   August 2017 - May 2021
Minor: Mathematics
Honors:
 President's List and Dean's List (past 6 semesters)
 Red and White Scholarship
 Trailblazer Scholarship

Skills

React	C#	Unity
JavaScript	Java	Aseprite
CSS	C++	Blender
HTML/JSX	Python	Visual Studio
MvSOL		VS Code

Work Experience

March-May 2021   YSU Alumni and Events Office   Title: Student Web Developer

 Worked with Drupal to manage and make design changes to the website.

 Used HTML skills to add various content in the body and sidebar of web pages including embedding video content, creating navigation links, etc.

 Created new webpages and organized/moved content around to make website cleaner. Before I joined most of the content for Alumni and Events was jammed onto two pages making the site seemed crowded. There was also a lot of repeating and out of date content that needed to be removed. So, I created new web pages so that content was spaced out while remaining in the right place.

 Helped plan and design for current/future content to be added in an organized manner. After moving the content around to the different

webpages, I had multiple meetings where we planned to add current and future content to the pages I created.

May 2018 – Present   Soccer Vision Academy   Title: Boys Head Coach

Troubleshooted and problem-solved, in real-time, during games.

Took a leadership role to lead and direct training sessions and coached games.

Worked with other coaches and sporting director to design and plan trainings.

May 2019 – August 2019   Windsor Estates   Title: Dietary Aide

Taught me how to manage time and tasks so work was done in a timely manner.

Used teamwork with cook and assistant to prepare meals for residents.

Developed interpersonal skills with coworkers and residents.

August 2017 - May 2018   YSU Barnes & Noble Bookstore   Title: Bookseller

Troubleshooted issues for students finding or purchasing textbooks/merchandise.

Stocked, cleaned, and organized merchandise floor.

Interacted and helped customers find what they are looking for.

Projects

Unity 2D Slayer

Goal: Create a 2D game within Unity that utilizes AI decision making for the enemies.

Created With: Aseprite for art and animations, Unity for development environment, and Visual Studio (C#)

Description: It's a single player game that allows you to control a player to fight against two different AI. This project was my first experience with Unity's 2D space and working with pixel art. I took my experience from an AI design class earlier in college to make the AI seem smart. This was done with giving them different states for different actions. The AI would enter a state based on different variables like player location and health.

Problems: Transitions for movement animations were not always that smooth. Health bar for both AI is bugged.

Email for zipped version of project files

Datcord (Group Project)

Goal: To create a real-time, web-based communication app that is influenced from Discord.

Link to presentation: https://youtu.be/OWkF7FSIk6I

Highlighted Features: Frontend- React and SCSS, Backend/Server/Auth-
Firebase, IDE- VS Code, UI Component Library- Material, Version
Control- GitHub and GitHub Desktop

Description: The web application was supposed to be as closely
resembled to discord as possible. We were able to implement real-time
text chatting with firebase snapshotting feature.

React Cryptocurrency Tracker

Goal: To create a cryptocurrency tracker using a public API for the
data.

Highlighted Features: React and CSS

Description: The inspiration for the project came from the recent rise
cryptocurrency's popularity. I created a web application for tracking
different crypto coins. The data I am using for this project is coming
from a public API off Coingecko's website. There is some simple CSS
used to make the content look nice and fit the page. This was a cool
little project to work on because I'm newer to React and I have never
used an API in a project before. So, this was a great opportunity to
get a chance to work on both!

Java Pathfinding Simulator

Goal: To create a pathfinding simulator that calculates a cost based on
what pathfinding method you pick.

Highlighted Features: Java

Description: The main part of the project was to create a heuristic
that would be better than Manhattan when finding the path. The goal was
to have a heuristic return the most optimal path it could find. The map
was static and had different object and areas which included a wall, a
moat, a swamp, and two teleporters. All of these affected the cost of
travel between nodes on the map with set costs for each.

Java Tic-tac-toe vs AI

Goal: To create a tic-tac-toe game where the player plays against an AI
opponent.

Highlighted Features: Java

Description: The goal of this project was to try and create an AI that
will make decisions based on the board. We were trying to make the AI
as real as possible where it was making intelligent decisions based on
the state of the game.

References

Jackie LeViseur
Director of Alumni and Events at Youngstown State University

(330) 941-2136

Anthony James
Director of Soccer Vision Academy
(304) 629-2886

Kim Duncan
Windsor Estates Assisted Living
(330) 718-2788