# Samuel J. Morris

**Website**: www.samueljackmorris.com
**LinkedIn**: www.linkedin.com/in/smorris-profile
(250) 508-6292 • samuel.morris2@mail.mcgill.ca

## EDUCATION

**McGill University**, Montréal, Québec                                        September 2018 – Present
*Bachelor of Arts and Science (B.A. & Sc.)* Honours Cognitive Science, *Bachelor of Arts,* Minor Computer Science.
- CGPA 3.55/4.00. Graduating in April 2022.

## WORK EXPERIENCE

**SKYTRAC Systems Ltd.,** Victoria, British Columbia                                        May – September 2021
*Junior Software Developer, Co-op*
- Spearheaded the development of a new Java application for scheduling, packaging, and sending emails to customers based on their account's notification settings.
- Developed CI/CD pipelines, Docker images, and unit-tests to streamline application development.
- Scheduled development work using a bi-weekly sprint system to enhance accountability and maintain communication within the software team.

**Engineering for Kids,** Victoria, British Columbia                                        May – August 2019
*S.T.E.M. Instructor*
- Simplified engineering concepts for students aged 4-13 while delivering weeklong, science-themed, summer camp programs. Camp activities included programming LEGO EV3 robots, building popsicle-stick catapults, and creating functional rocket-ships in Minecraft.
- Facilitated learning in a classroom environment with up to twenty students while managing camper needs, abilities, and interests.

## LEADERSHIP AND EXTRACURRICULAR

**Youth Engagement McGill & Concordia,** Montréal, Québec                                        September 2018 – December 2020
*Junior Executive*
- Trained new members and organized meetings for the Youth Engagement club, whose goal is to empower high-school students by exposing them to STEAM (Science, Technology, Engineering, Arts, and Math.)
- Facilitated classroom workshops with students, introduced concepts like the engineering cycle, CRAAP test for research

## PERSONAL PROJECTS

**Brick-Breaker**                                        December 2020
*JavaScript, HTML, CSS*
- Constructed a simple Brick-Breaker game in JavaScript that includes music, level-selection, and particle effects.
- Implemented code to transform colored PNG images into Brick-Breaker levels, so that level-creation could be streamlined during the development process.
- See project code: https://github.com/dodobird181/Brick-Breaker

## SKILLS AND INTERESTS

**Java:** OOD, Design Patterns, JUnit, JAX-RS, Mockito. **Python:** Scikit-learn, NumPy, PyGame, Matplotlib, Flask, Py4J. **Other Languages:** JavaScript, C#, SQL, HTML, CSS, OCaml. **Software Tools:** Docker, GitLab CI/CD, MySQL Workbench, Postman, Jira, Confluence, IntelliJ Idea, Visual Studio, Eclipse. **Interests:** Cooking, Reading, Chess, Skiing, Badminton, Guitar.
**Citizenship:** Dual (Canadian & U.S.)