GREGORY J MORGAN

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EDUCATION

University of California, San Diego, La Jolla, CA
Bachelor of Science in Cognitive Science, Human Computer Interaction
Minor in Computer Science Engineering
Student Organizations: Virtual Reality Club at UCSD, Design.UCSD

Pasadena City College, Pasadena, CA
Focus: Architectural and Interior Design

STUDENT ORGANIZATION

Branding Chair, Virtual Reality Club at UCSD
Lead a 7 member team in order to facilitate the production of all branding materials for our organization including all graphic design, posters, swag, website production, and photo / videography, as well as I order all branding material distributed. As first to hold the position, I developed the brand identity for the club as a whole wth insight from the board.

WORK EXPERIENCE

Struere Architects, Los Angeles, CA
Project Designer
Assisted the design principal in the conceptualization and execution of design solutions through the use of both 3D and 2D digital representation. Met criteria through understanding client needs, building codes, and urban context. Additionally, I developed project proposals, lead student interns, and interacted with clients.

Pasadena City College, Pasadena, CA
Teaching Assistant - Adv. Visual Communications
Instructed students in advanced 3D modeling and digital drawing skills   using Rhinoceros 3D v5, Grasshopper 3D, and Adobe Suite CS6. Technical skills were focused towards communication complex 3D designs, effectively representing design ideas diagrammatically and technically, and how to expand on traditional graphical conventions.

PROJECTS

Pocket Pup l pocketpup.herokuapp.com
Front End and Full Stack Web Developer
Web app used to help better prepare and train dog owners through simulating situations based on their own pet's needs.
HTML / CSS / JS / Node / Express

Understanding Pokemon Go Occurrence Patterns
Analysis and Data Visualization
Ran analysis on a data set of Pokemon Go occurrence events containing over 300k data points. Developed visualizations for research presentation for peer reviews.
MatLab / Illustration / Grasshopper 3D

Wanderlust l github.com/gjmorgan91/wanderlust
Front End Web Developer
Web app designed to simplify the travel planning experience through the implementation of explicit user expectations, minimal inputs, and an emphasis on contextual information.
HTML / CSS / JS / Google Maps+Places API / MaterializeCSS

TECHNICAL SKILLS

Web Development
- HTML
- CSS
- JavaScript

Programming
Proficient
- Java
- Git
- JUnit

Familiar
- Bootstrap
- Node
- MatLab
- SQL
- C / C++
- Processing
- Unix

Libraries
- jQuery
- Google Maps API
- MaterializeCSS

DESIGN SKILLS

- Wireframing
- Prototyping
- Diagramming
- Usability Evaluation
- A / B Testing
- Information Architecture
- Information Visualization

SOFTWARE

Adobe Suite
- Illustrator
- Photoshop
- InDesign

3D Modeling
- Rhinoceros 3D
- SolidWorks
- SketchUp
- Grasshopper 3D
- Blender 3D

LEADERSHIP

- Team Building
- Personal Development
- Project Planning
- Goal Setting