Harry Morgan

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EDUCATION

University of Nottingham — Nottingham
BSc Hons Computer Science — *Sep. 2022 – June 2025*

- Awarded the Best Demo prize, sponsored by Kerridge CS, out of over 50 teams at University of Nottingham for our project BilboVR, an AR/VR interface for graphical text adventure games
- Relevant Coursework: Software Engineering, AI, Databases and Interfaces, Human Computer Interaction

EXPERIENCE

Software Engineer Intern — Jun 2024 – Aug 2024
Barclays — *Radbroke*

- Increased heavy document generation efficiency by 40% and revived UI responsiveness during generation by innovating a multi-threading solution using JavaScript
- Collaborated with a business analyst to overhaul a data analysis UI with React, increasing user satisfaction by 25%
- Built RESTful APIs with Spring Boot to facilitate efficient data exchange

Computer Science Tutor — Sep. 2021 – Apr. 2022
The Grammar School at Leeds — *Leeds*

- Taught students and assisted teachers in teaching various computer science concepts across school years
- Helped teach concepts such as data structures and object-oriented programming to Year 12
- Provided personalised tutoring in Python resulting in improved grades

Web Developer — Sep 2020 – Mar 2021
LEAP - Leeds Enterprise — *Leeds*

- Developed an e-commerce web application to handle the purchasing of our products in the LEAP competition
- Used HTML/CSS, JavaScript, Node.js and MySQL to build a full-stack web application
- Increased sales by 120% by interacting with the Shopify API to handle secure payments

PROJECTS

Socialy | *Spring Boot, React, LangChain, Azure Kubernetes Service, GitHub Actions* — June 2023 – Present

- Developed a web application enabling users to monitor their social media analytics across various platforms
- Grew my own social media presence from zero to over 6 million views using insights from Socialy
- Implemented microservices for authentication and for data ingestion using Spring Boot, Eureka and Docker
- Implemented a RAG chatbot using LangChain for providing recommendations and conclusions from user data
- Developed a React front-end for cross-platform, real-time data visualisation and analysis

FacialResearch | *Swift, SwiftUI, Firebase* — Oct 2023 – Jan 2024

- Developed a mobile application allowing users to vote on AI generated faces to determine their facial attractiveness
- Gathered over 1000 entries of invaluable data to contribute towards a research project

Chess | *Python (Pygame, Socket)* — Dec. 2020 – May 2022

- Developed a chess app using Pygame allowing players to connect via socket to play against each other over a network connection
- Created an ELO system to rank players across a leaderboard
- Worked closely with the school chess club to allow for virtual chess games during Covid-19 restrictions

TECHNICAL SKILLS

Languages: Java, Python, C, C#, PHP, Swift, JavaScript, TypeScript, SQL
Frameworks: Node.js, Spring Boot, JUnit
Developer Tools: Git, Docker, Jupyter Notebook, VS Code, Visual Studio, PyCharm, IntelliJ IDEA, Eclipse, Jira, Jenkins, Firebase
Libraries: React, MUI, React Redux, React Router, TKinter, NumPy, Pygame, Socket