

Jamari Morrison

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OBJECTIVE: Seeking a summer 2021 internship in a software-related position.

EDUCATION:

Rose-Hulman Institute of Technology — *Bachelor's of Science, Computer Science - GPA 3.88/4* May 2023

Related courses: CSSE 220: Object Oriented Software Development, CSSE230: Data Structures and Algorithms

Homeschool, High School Diploma - GPA 3.95/4 Aug 2015 - Jul 2019

SKILLS:

- Java software development
- Python software development
- Fundamental mySQL and MongoDB
- Flowcharting and UML diagramming
- Django and Flask website development
- Fundamental HTML/CSS/JavaScript
- Technical Writing
- Fundamental React

EXPERIENCE:

Leidos Software Engineering Intern - Belleville, IL Jun 2020 - Sept 2020

- Acquired a Top-Secret government security clearance
- Developed Java and Python code for network orchestration, as well as bash scripts for database management
- Worked with Postgres and MongoDB databases
- Wrote, managed, and presented technical documentation
- Conducted STIG compliance reviews for the configurations of servers for multiple government networking systems
- Used git to coordinate code versioning with team members
- Worked with network tools, such as Iteential, CISCO NSO, Jenkins, Checkmarx, and Juniper NorthStar
- Used ssh to connect to servers through a jump box to write code and view/edit configuration files

Independent Software Developer - Terre Haute, IN Jun 2018 - Present

- Built my portfolio website from scratch using HTML, CSS, JavaScript, Python, Django, and Heroku at:
www.jamari.tech
- Construct a webapp clone of "Threes" and an expectimax AI to play it using React.
- Created a data management application for a robotics team using a mySQL database and Python server
- Work toward CompTIA Security+ certification
- Developed basic pong game and used a Neural Network to create an AI to learn to play the game
- Experimented with using a Neural Network to recognize complimentary colors
- Use GitHub to manage and backup code
- Created pixel analyzing bot to play Google Chrome's no internet "T-Rex Run!" game

Robotics Team Programming Lead - Mascoutah, IL Aug 2016 - May 2019

- Managed the development of Java code for the team's competition robot
- Worked with OpenCV and Tensorflow libraries to create object recognition code
- Wrote and managed technical documentation in team engineering notebook
- Organized and taught Lego robotics camps for 75-100 middle school students, 30 hours a week, two weeks a year
- Organized and taught programming help sessions for high school robotics
- Created documentation for FIRST Tech Challenge programming systems
- Used GitHub to organize multiple people working on a single project
- Designed, wrote, and debugged collaborative code