

KENNETH MORTON, JR

(860) 502-7788 | kmorton15@gmail.com | github.com/kjmj | kenmortonjr.com

EDUCATION

2020	Worcester Polytechnic Institute (3.6/4.0 GPA) - B.S. Computer Science, Data Science Minor	Worcester, MA
2019-2020	SNAPP: Mobile Transportation Application (Major Qualifying Project) - Developed a cross platform mobile app on an Agile team similar to Uber for WPI students to request transit from the on-campus SNAP transportation service. (Flutter)	Worcester, MA
Fall 2018	Interactive Qualifying Project in Partnership with the Venice Project Center - Launched an open data initiative by revamping a data viz tool and creating a timeline website. (HTML/JS/CSS)	Venice, Italy

WORK EXPERIENCE

May 2020-Present	Vee24, Full Stack Software Engineer - Developed a cross platform mobile application for customers to participate in video/text engagements. (Flutter) - Enhanced user experience by integrating mobile responsiveness into Vee24's SaaS Product. (Angular) - Collaborated with software engineers on an Agile team to architect, design, and implement features for Vee24's live engagement platform. (Angular, C#, SQL)	Boston, MA
Summer 2019	Travelers Insurance, Software Engineering Intern - Developed a dynamic, secure website for the Travelers hackathon to store and showcase sensitive information. - Leveraged AWS S3 for storage, CloudFront for fast retrieval of content, and Lambda for authentication. - Promoted inner sourcing within the company by implementing a "Bounty Board" website. (React)	Hartford, CT
Summer 2018	Travelers Insurance, Software Engineering Intern - Accelerated Agile transformation effort by creating a program to automatically collect, process, model, and visualize team performance data. (Java) - Increased performance of existing data collection scripts by 28% and test coverage by 51%. (Python) - Drove interest in TDD by proposing an autonomous testing solution to software engineering teams.	Hartford, CT
July 2017	Central Connecticut State University, Research Assistant <i>Teaching Software Engineering with Lego Serious Play, Stan Kurkovsky</i> - Lego Serious Play (LSP) was used successfully as a mechanism for team building & promoting creativity. - Outlined the practical aspects of using LSP to teach Software Engineering. - Created UML use diagrams for software systems and represented data structures with Lego models. - Results suggest that LSP has a positive impact on student learning and engagement.	New Britain, CT

SELECTED PROJECTS

Hospital Kiosk App	Worked as an assistant lead software engineer on an 11-person Agile team to create an indoor pathfinding application, map builder, and room scheduler for Brigham & Women's main hospital campus. (Java)
User Agent Parser	Created an open source package to help identify web browser information from a user agent string. (Flutter)
iTunes Top 100	Built a dynamic, responsive website to display the current top 100 albums on iTunes. (Angular).
NERB Website	Developed a modern, responsive website for the New England Roast Beef restaurant using. (Vue.js)
Friends	Predicted whether pairs of people are friends or not with 92% accuracy. (Tensorflow, scikit-learn)
Airbnb DataViz	Created a website that visualizes airbnb price data in the five NYC boroughs. (Vue.js, D3.js)
Number AI	Trained an AI to recognize handwritten numbers with 97% accuracy. (Python, Keras)
Avocados Website	Collected, analyzed, and visualized data about avocados and built a website. (Python, HTML/CSS)
NYC DataViz	Visualized parking violations over a map of income in New York City. (Python, GeoPandas)
Tic Tac Toe	Coded an interactive tic tac toe game. (Vue.js)
Graph Experiment	Built a website to scientifically determine if bar charts are better than pie charts. (React)
HTTP Client/Server	Implemented a HTTP client and server running a simplified version of the HTTP 1.1 protocol. (C++)
DT Protocol	Implemented a simple reliable data transfer (DT) protocol called the Alternating Bit Protocol. (C++)
DV Routing Protocol	Built a distributed asynchronous distance vector (DV) routing protocol over a network emulator. (C++)

Programming Python, JavaScript, HTML/CSS, Dart, Java, SQL, C, C++, C#

Frameworks & Tools Angular, Flutter, React, Vue.js, Git, Tableau, Travis CI, Keras, Firebase, D3.js

RELEVANT COURSEWORK

Computer Networks, Algorithms, Software Engineering, Artificial Intelligence, Machine Learning, Data Visualization, Database Systems, Operating Systems, Discrete Mathematics

EXTRA-CURRICULARS

Eagle Scout	Headed an Eagle Scout project by designing and building benches for Trinita, a local retreat center.
Emerging Leaders	Selected as one of 25 students to improve my leadership skills by engaging in weekly leadership symposiums.
Investing Association	Conveyed stock pitches and investment strategy to the club by tracking and analyzing stocks.
Golf Volunteer	Volunteered on the green management team at the annual Travelers Championship golf tournament.