KENNETH MORTON, JR.

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OBJECTIVE

I am seeking a challenging software engineering position that will make use of my experience working on agile software development teams to create impactful applications.

EDUCATION

2017-2020 **Worcester Polytechnic Institute, B.S. Computer Science, Minor in Data Science** **Worcester, MA**

- Successfully transferred credit from Central Connecticut State University (GPA 3.6/4.0)
- Emerging Leaders Program – Matured my leadership style by participating in leadership symposiums.
- Investing Association - Conveyed stock pitches and investment strategy to the club.

2019-Present **SNAPP: Mobile Transportation Application (Major Qualifying Project)** **Worcester, MA**

- Developed a cross platform app on an agile team similar to Uber for WPI students to request transit from the on-campus SNAP transportation service.

Fall 2018 **Interactive Qualifying Project in Partnership with the Venice Project Center** **Venice, Italy**

- Led a four-person interdisciplinary team in Venice which developed a data visualization tool and timeline application for the Venice Project Center.

WORK EXPERIENCE

Summer 2018 and 2019 **Travelers Insurance, Technology Leadership Development Program Intern** **Hartford, CT**

- Managed and developed a project on an agile team that provides work/time in progress metrics to all of Personal Insurance Business Technology.
  - Leveraged the Rally Lookback API to retrieve and analyze user story revision history.
  - Automated the extraction of the work/time metrics at the end of each agile iteration.
  - Optimized existing python scripts to follow the latest "best practice" measures.
- Developed a webpage for an enterprise hackathon event which allowed users to upload and view videos of their project.
  - Leveraged AWS S3 for storage and CloudFront for fast retrieval of videos.
- Implemented a "Bounty Board" website that would promote inner sourcing within the company.

July 2017 **Central Connecticut State University, Research Assistant** **New Britain, CT**

Teaching Software Engineering with Lego Serious Play, Stan Kurkovsky

- 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.

SELECTED PROJECTS

Number AI Trained an AI to recognize handwritten numbers with 97% accuracy.

Tic Tac Toe Built a graphical tic tac toe game while learning Vue.js.

Hospital Kiosk 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.

Avocados Analyzed and visualized data about avocados and built a website to present the information.

NYC DataViz Visualized parking violations over a map of income in New York City.

SKILLS AND TECHNOLOGY

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

Software & Frameworks GitHub, Vue.js, Nuxt.js, Flutter, Travis CI, React.js, Keras, Firebase, D3JS, QlikView, Unity, Microsoft Office

RELEVANT COURSEWORK

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

EXTRA-CURRICULARS

Eagle Scout Headed an Eagle Scout project by designing and building benches for a local retreat center.