# KENNETH MORTON, JR

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**Fall 2018** 

Worcester Polytechnic Institute, B.S. Computer Science, Data Science Minor, (3.6 GPA) Worcester, MA

- Emerging Leaders Graduate - Selected as one of 25 students to improve and advance my leadership skills by engaging in weekly leadership symposiums.

- Investing Association - Conveyed stock pitches and investment strategy to the club.

2019-2020 SNAPP: Mobile Transportation Application (Major Qualifying Project)

Worcester, MA

- 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 using Flutter.

Interactive Qualifying Project in Partnership with the Venice Project Center

Venice, Italy

- Launched an open data initiative by revamping a data visualization tool and creating a timeline application.

## **WORK EXPERIENCE**

# May 2020-Present Vee24, Software Engineering Intern

Boston, MA

- Enhanced user experience by integrating mobile responsiveness into Vee24's customer engagement website.

- Collaborated with software engineers on an Agile team to architect, design, and implement features for Vee24's live engagement platform (Angular, Typescript, CSS).

## **Summer 2019** Travelers Insurance, Software Engineering Intern

Hartford, CT

- 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 using React.

#### **Summer 2018** Travelers Insurance, Software Engineering Intern

Hartford, CT

- Accelerated Agile transformation effort by creating a Java program to automatically collect, process, model, and visualize team performance data.
- Increased performance of existing python scripts by 28% and test coverage by 51%.
- Drove interest in TDD by proposing an autonomous testing solution to software engineering teams.

#### 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**

**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.

iTunes Top 100 Created a dynamic, responsive website to display the current top 100 albums on iTunes using Angular.

**NERB Website** Developed a modern, responsive website for the New England Roast Beef restaurant using Vue.js.

Developed a modern, responsive website for the five England Roast Beet restaurant using vie. is

**Airbnb DataViz** Created a website using Vue.js and D3.js that visualizes airbnb prices in the five NYC boroughs.

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

**Avocados Website** Collected, 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 using Python and GeoPandas.

**Tic Tac Toe** Coded an interactive tic tac toe game while learning Vue.js.

**Graph Experiment** Built a website using React to scientifically determine if bar charts are better than pie charts.

HTTP Client/Server Implemented a HTTP client and server running a simplified version of the HTTP 1.1 protocol.

# SKILLS AND TECHNOLOGY

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

Languages

**Frameworks and** Vue.js, Flutter, React, .NET, Angular, Git, Tableau, Travis CI, Keras, Firebase, D3.js

Tools

# 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. **Golf Volunteer**Volunteered on the green management team at the annual Travelers Championship golf tournament.