

Morgan Jackson

Proficiencies

Programming Languages:	Python, C, C++, Java, JavaScript, TypeScript, SQL, PHP
Other Technologies/Tools:	HTML, CSS, Node.js, React, MUI, Bash, Git, Emacs, MySQL, MongoDB
Other Software:	Adobe Photoshop, Autodesk Inventor, Microsoft Office, Figma

Experience

URCA Assistant Undergraduate Research & Creative Activities, SIUE <ul style="list-style-type: none">Working with faculty mentors and fellow assistants in an independent studyDeveloping a react app to study microaggressionsContributing to a scientific paper comparing user interfaces	Jan. 2022 – Present	Edwardsville, IL
CS 382 Game Design Grader Southern Illinois University Edwardsville <ul style="list-style-type: none">Learning Unity with studentsTesting students' games and grading	Jan. 2022 – Present	Edwardsville, IL
Frontend Software Engineer Intern Midway Spark <ul style="list-style-type: none">Developing pages for Prismatic web app with Figma and Typescript with ReactWeekly stand-ups to track progress on tasks on company Kanban boardEngaging in training from experienced engineers to learn concepts in human computer interaction, agile teams, RESTful API, and other elements of company tech stack	Feb. 2021 – Aug. 2021	St. Louis, MO (Remote)

Education

Bachelor of Science, Computer Science <i>Minors:</i> Math, Political Science <i>Relevant Coursework:</i> Human Computer Interaction, Database and Web System Development <i>Honors & Awards:</i> University Honors Program, Dean's List (All Semesters)	Fall 2019 – Present (Grad. Spring 2023)	Edwardsville, IL
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Activities, Leadership, and Extracurriculars

Director of Community SIUE Programming & Research Collaboration Founding Board Member <ul style="list-style-type: none">Developing organization to allow SIUE students to gain experience outside classroomOrganizing collaborative coding exercises for members to learn from each otherGrew organization to over 100 members signed up within first month of fall semester	April 2021 – Present	Edwardsville, IL
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Projects

Portfolio <ul style="list-style-type: none">Working with small team to developStarts with brainstorming problems, contextual inquiries, and developing solutionsAvailable at https://majornoid.github.io/	Dec. 2021 – Present	Multiple Locations
Crowgenium HCI Group Project <ul style="list-style-type: none">Worked with two team members to design a shopping app for comparing stores from scratchBrainstormed problems, ran contextual inquiries, and developed solutionsCreated paper prototype, conducted usability tests, then made Figma hi-fi prototype	Aug. 2021 – Dec. 2021	Edwardsville, IL