Daniel Alan Morgan

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Objective

To obtain an intern, coop, or full time position in the software development field.

Education

Michigan Technological University BS Computer Science Department GPA: 2.71 Houghton, MI Expected 2018

Computer Science Project Experience

- Created the Graphic User Interface (GUI) and main functions of Conway's Game of Life.
- Computed a file reader that read from a file matching the closest resemblance of a word and then inputted it into a text file.
- Programmed a memory game that matched cards from a 36 card deck and rotated between 4 players.
- Conducted in a group of 5 to design a smash bro like game. I helped with the movement/collision to make it as smooth as possible.
- Helped create a food recipe website for a group. Did some of the visual HTML coding and background coding for it.

IT Experience

• Maintaining and repairing computers.

2010 - present

Managing household networks.

2010 - present

Work History

 Office Assistant - Michigan Technological University Advancement Research Organize and sort data for readability July 2017 - Present

• Student Clerical - Michigan Technological University Fund Creating a database for Companies and Donors

June 2016 - July 2017

• IT Helpdesk – Regional Educational Media Center 1

Summer 2015

• Assembled a circuit board for Autient, Inc.

June 2009

Technical Skills

Programming skills:

- Java, C99, C++, Assembly
- Hashmaps
- Arrays
- Primitive data types/object reference types
- Nodes and Binary Trees
- exceptions/debugger
- loops/if statements/inheritance
- Recursive methods, calling methods

Computer skills

- MS word, excel, and power point
- HTML coding
- JAVA and C++ programing
- Linux (Mint Linux, and Ubuntu)
- Photoshop/Gimp
- Anti-Malware, anti-virus
- Troubleshooting hardware (repairing)
- Windows 98, 95, XP, and 7

- Windows server
- Active Directory
- Team Viewer
- Remote Desktop
- KACE1000
- Administrative data input

Co-Curricular Activities

- Video Games design
- Program Debugging
- Skiing (Down/Cross)