

# MORGAN GOMEZ

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## OBJECTIVE

Bachelor of Science in Computational Media degree candidate pursuing full time employment in UI/UX design, Front End development, or Full Stack Development.

## EDUCATION

**GEORGIA INSTITUTE OF TECHNOLOGY, Ivan Allen/College of Computing**

**Atlanta, Georgia**

**Bachelor of Science in Computational Media**

*Intended Graduation: May 2021*

- Concentration: People and Interaction Design and Experimental Media
- Relevant Coursework: Data Structures and Algorithms, Principles of Interaction Design, Mobile and Ubiquitous Computing
- Zell Miller Scholarship Recipient

GPA: 3.85

**UNIVERSITY OF GEORGIA, Franklin College of Arts and Sciences**

**Athens, Georgia**

**Bachelor of Science in Computer Science**

*August 2016-May 2018*

- Relevant Coursework: Systems Programming, Discrete Mathematics

GPA: 3.88

## EXPERIENCE

**Itential**

**Atlanta, GA**

**Software Engineer Co-op**

*January 2018- August 2020*

*Itential provides low-code network automation software to help other businesses with physical, virtual, and cloud networks.*

- First Co-Op Rotation: Product Development Team
  - Created an extensive React.js component library consisting of documentation and interactive examples used by developers to ensure design consistency in Itential's applications
  - Built standalone React components that were utilized throughout Itential's applications and platforms.
- Second Co-Op Rotation: Design Team
  - Created a wireframe component library using Figma to be used for mockups and design sketches for designers
  - Designed new components using Figma to be implemented by the Product Development Team
- Third Co-Op Rotation: Product Development Team
  - One of two frontend developers tasked with implementing the complete redesign of Itential's JSON Schema Transformation application using Javascript, HTML, and CSS to create a more visually appealing application
  - Researched and implemented Itential's first time user tour for the JSON Schema Transformation application

## PROJECTS

- **Balance Me:** A React Native application designed to assist those with intellectual or developmental disabilities in completing daily tasks. This was accompanied by a secondary wearable component for smartwatches using Fitbit's SDK.
- **Shared Spaces:** Mobile application designed using Figma and implemented with React Native to help new roommates organize their belongings.
- **Data in Time:** Data visualization project that organized 3000+ images in a clock-like structure using Processing.js. Images were condensed into colored dots that when hovered over, displayed the image, name, date, and primary color in the image.
- **"The Laboratory":** First person 3D game prototype created using Unity and Blender that combines narrative cutscenes with technical gameplay in a 5-6 minute demo game.
- **Imaginary Planets:** Using Javascript, created a twitter bot (@making\_planets) that generated fictional planets with a name, location, description, and image. The bot would also retweet tweets related to space.
- **Voice to Image Digital Art Piece:** Dynamically rendered abstract art piece created using Processing.js and microphone input. Sound data is broken down and mapped to colorful geometric shapes and waves, creating unique art pieces.

## SKILLS

**Programming Languages:** Java, C, C++, C#, Javascript

**Frameworks/Libraries:** React.js, React Native, Gatsby.js, Processing.js

**Applications:** Unity, Blender, Visual Studio Code, Android Studio, JIRA, Git

**Markup/Styling:** HTML, CSS, SASS

**Design tools:** Figma, Adobe Indesign, Adobe Illustrator, Photoshop, Lightroom, After Effects