

# MORGAN GOMEZ

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## OBJECTIVE

Bachelor of Science in Computational Media degree candidate pursuing full time employment in user experience and user interface design.

## 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, Construct Moving Image, Principles of Visual Design
- Zell Miller Scholarship Recipient

GPA: 3.86

**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 and maintained an extensive component library consisting of documentation and examples to be used by developers using React.js
  - Built standalone React components that adhered to Itential's design standards
- Second Co-Op Rotation: Design Team
  - Created a wireframe component library using Figma to be used for mockups and design sketches
  - 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 Itential's JSON Schema Transformation application using Javascript, HTML, and CSS
  - 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.
- **"The Laboratory": A Unity Engine Game Prototype:** First person 3D game prototype combining narrative cutscenes with technical gameplay in a 8-10 minute demo game
- **Data in Time:** With 3000+ images, created a clock-like structure that displayed images according to the date and time that they were taken. The images were condensed into colored dots that when hovered over, displayed the image, name, date, and primary color in the image.
- **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, Gatsby.js, Processing

**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