Michael K. Morfessis

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**Objective**

To obtain a position utilizing full stack developer skills to build applications and websites

**Skills**

* Node.js, Express, JavaScript, jQuery, React.js, React Native, GIT, Github, MongoDB, MySQL, Firebase, HTML, CSS, Bootstrap, Media Queries, APIs, JSON, REST, AJAX, Python, the command line, computer science fundamentals, writing tests
* Skillful in GIS programs; ArcGIS, PODS, ENVI 4.8
* Understanding of Model Builder and the utilization of ArcTools
* Proficient in Microsoft Office Suite and Internet Explorer

**Work Experience**

**Global Information Systems LLC** July 2014 – Present

*GIS Analyst II*

* Map pipeline coordinates and details accurately in ArcMap while ensuring projects are completed in timely manner
* Training/Directing team members to provide quality work for contractors
* Meeting with clients to acquire updates and promote ideas to ensure customer satisfaction
* Working with current employer on SQL, Python, and other various types of coding

**Education**

**Certificate - Full Stack Development**   
***University of Texas at Austin***, Houston, TX Graduating: March 2018

**Bachelor of Science in Geographical Sciences - Geographical Information Systems**   
***University of Maryland***, College Park, MD Graduated: January 2014

**Associates in General Studies**  
***Montgomery College***, Rockville, MD Graduated: May 2011  
  
**Related Projects**

**“Whiz”** Created: January 2018

* Whiz is an application that allows for the user to search for a place and comment if it is busy or not. Other users are able to up vote or down vote the comment. If a comment gets 10 up-votes, the comment will show that the store is busy. Developed using Node.js, Jquery, Sequelize, MySQL, Materialize, Handlebars.js, Express.js, Google Maps API/Google Places API, and numerous NPM packages.
* <https://vast-depths-43594.herokuapp.com/>
* <https://github.com/mkmorfess/whiz>

**“Up For Whatever”** Created: October 2017

* Up For Whatever is an application that helps the indecisive user choose a place to eat by requiring a location from the user and, based on the location given, generating a random cuisine then restaurants related to that cuisine.
* Developed using HTML, CSS, Bootstrap, AnimateCSS, Javascript, Jquery, Firebase, and 2 API’s (Google Maps and Zomato)
* <https://mkmorfess.github.io/UpForWhatever>
* <https://github.com/mkmorfess/UpForWhatever>

**“Hangman Game”** Created: September 2017

* A classic game of hangman that allows the user to guess the letters of a random generated word
* Developed with Node.js utilizing built-in packages (fs) and NPM Packages (inquirer)
* <https://github.com/mkmorfess/Hangman>