Morgan Scofield

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EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ
BACHELOR OF SCIENCE - COMPUTER SCIENCE
September 2014 - June 2018 | Santa Cruz, CA

SKILLS & TECHNOLOGIES

LANGUAGES
Python, Java, JavaScript, HTML, CSS

TECHNOLOGIES
Angular 2+, Bootstrap, Flexbox
MySQL, MongoDB, Node.js, Express.js
Hadoop Environment, Git, Jira, Scrum/Agile Development

EXPERIENCE

INFOSYS | ASSOCIATE SOFTWARE CONSULTANT
October 2018 - Present | Sunnyvale, CA
Client Company - Apple
- Wrote Python scripts and Ansible playbooks to deploy vulnerability fixes across nodes in Hadoop clusters.
- Responsible for testing and documenting new internal monitoring tool written in Angular/ TypeScript and Spring/Java.
- Used APIs to link Nagios and internal monitoring tool with internal Hadoop cluster management tool, allowing for aggregation of monitoring info regarding Hadoop clusters.

BADU NETWORKS | INTERN (QA)
June 2015 - August 2015 | Irvine, CA
- Performed testing on company's P'ng Mobile TCP optimization application.
- Used Jira project-management software to keep track of and report on active bugs.

PROJECTS

TO-DO LIST | WEB DEVELOPMENT PROJECT
- Created a functional web application with the intent of learning a variety of full-stack technologies.
- Application is a simple to-do list created for personal use.
- Front-end is written in Angular 2+, TypeScript, and Angular's Bootstrap library NG Bootstrap.
- Back-end is written using Node.js, Express.js, and MongoDB.

HEX | GAME DEVELOPMENT PROJECT
- Created a turn-based, player vs AI game based on the board game Hex.
- AI uses Monte Carlo Tree Search or a minimax algorithm for decision making depending on difficulty level.
- Game runs in console, taking user input for each move. Written in C++.