

MORGAN SCOFIELD

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SKILLS

PROGRAMMING LANGUAGES:	Java, JavaScript, Python, C++, C, HTML, CSS
BIG DATA/DISTRIBUTED SYSTEMS:	Hadoop, Spark, Hive, Ambari, SQL
TECHNOLOGIES/Frameworks:	Angular 2+, Git, Bootstrap, Ansible, Unix, Nagios

WORK EXPERIENCE

INFOSYS | ASSOCIATE

Palo Alto, CA | October 2018 – Present

- Went through two month training period gaining experience with the Apache Hadoop ecosystem, including Spark and Hive, as well as databases such as MySQL and MongoDB.
- Worked with a small team on development of new internal web application using Angular frontend and Java/Spring backend. Performed testing and wrote API calls to ingest data from Nagios monitoring nodes.
- Identified vulnerabilities in Hadoop clusters using monitoring tools like Apache Ambari and Nagios; Deployed fixes for these issues using Ansible playbooks as well as Python and shell scripts.

BADU NETWORKS | INTERN

Irvine, CA | June 2015 – August 2015

- Worked with a small team performing QA testing on the company's P'ng Mobile app using a multitude of devices.
- Communicated closely with the development team to maintain a working beta application.
- Used Jira project-management software to keep track of and report on active bugs.

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | BS COMPUTER SCIENCE

September 2014 - June 2018

PROJECTS

TO DO LIST | ANGULAR 8, TYPESCRIPT, BOOTSTRAP, HTML, CSS

<https://github.com/mkscof/to-do>

- A to do list web application created to gain familiarity and experience with web development.
- Utilized Angular 8 framework to build component-based application, making use of the ngBootstrap library and the Angular ReactiveFormsModule.
- Currently a work in progress.

TRASH TOSS | UNITY, C#

<https://github.com/trashtoss>

- A recycling based android game sponsored by the Santa Cruz Recycling Center.
- Developed in class as part of a team using agile development. Our team utilized scrum methodology – two week sprints, five total.
- Worked with sponsor to alter existing application features, including adding a score, health bar, and item randomization.

HEX GAME | C++

<https://github.com/mkscof/HW6>

- Built a player vs AI program based on the board game Hex.
- Used a vector-based graph for board structure.
- Implemented a Monte Carlo Search Tree and Depth First Search for the AI functionality.