Morgen Peschke

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SKILLS LANGUAGES Skills: Web Programming, Database Design, OOP

POSIX and Windows programming APIs

Basic Linux administration, Parallel programming

Languages: Ruby, HTML, JavaScript, CSS, C/C++

Perl, Python, Java, MySQL, Bash

Frameworks: Ruby on Rails

PROJECTS

Table Name to Class Gem Ruby - ActiveRecord

github.com/morgen-peschke/table-name-to-class rubygems.org/gems/table-name-to-class

- Resolves ActiveRecord database table names to the associated ActiveRecord
- Correctly handles namespaced tables, and overridden table names.

Parsed Attributes Gem Ruby

github.com/morgen-peschke/parsed-attributes rubygems.org/gems/parsed-attributes

• Provides simplified handling of parsed data through linked attributes.

WORK EXPERIENCE

Software Engineer

Feb 2014 - Jul 2014 Severn, MD

CallTrackingMetrics

Ruby, JavaScript, HTML/CSS

- Designed, implemented, and maintained the Custom Display Formatting feature.
 - Solved a long-standing issue with numbers that have a non-standard representation
 - Highly complex feature required code in 3 inter-related systems, written in Ruby, Lua, and JavaScript.
- Designed and implemented integration with Box cloud storage via OAuth2
 - Enabled customers to bulk export call audio
- Significantly expanded test suite coverage.

Software Engineer

ManTech International

Jun 2013 - Feb 2014

Hanover, MD

C, Python, C++

- Completed the MCIS Advanced Cyber Training Program (ACTP)
- Lead initial design and development of question-based recruiting website

Teaching Assistant

Jan 2012 - Jun 2013

BYU-I, COMPUTER SCIENCE DEPARTMENT

C++, Perl, Bash, JavaScript, Java

• Designed and built test harnesses for student projects

Rexburg, ID

- Enabled students to test their work, increasing understanding and confidence
- Greatly reduced grading turn-around time and complexity

EDUCATION

Bachelor of Science: Computer Science

Jul 2013 Rexburg, ID

BRIGHAM YOUNG UNIVERSITY - IDAHO (BYU-I)

• Relevant Coursework:

Algorithms and Complexity, Web Engineering, Networking Operating Systems, Software Engineering, Database Design

• Projects:

Genetic Optimization of the Ant Colony family of algorithms 2D Boolean Network implementation of Conway's Game of Life