



Website | https://sebastianmorgan.vercel.app/
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Skills

React, NextJS, Angular, Java, JavaScript, C, C++, Python, CSS, HTML, R, Git, MATLAB

AMF Media - Neufluence / React Web Developer

June - September 2021

November 2019 - Present

- Building Neufluence, a profile-based service connecting diverse sets of influencers to marketers
- Implemented responsive website designs to work on all devices
- Built the responsive front page for Neufluence view here (https://app.neufluence.com)
- Worked on the Media Kit tool, helping influencers create a resume using an interactive online template, reducing calls to our storage database from the template by over **90%**

Experience

oSTEM at University of California, San Diego / co-President (2021) | VP Internal (2020)

• Providing an LGBTQ-affirming space which supports students in STEM, bringing opportunities for personal and professional growth

- Rebuilt Qtorship, engaging 5 Queer graduate students as mentors for 11 mentees during Fall Quarter 2020
- Created a positive environment, giving 5 new board members the confidence to lead, and training the incoming board on better representing and supporting the entire LGBTQ+ spectrum
- Tackle problems as a leader, delegate, and organize myself
- Handling stress effectively

University of California, Riverside / Entomology Lab Assistant, Dr. Byrne

June 2019 - September 2019

- Collaboration within a professional environment
- Conduct complex chemical processes, such as thin-layer chromatography to process over 100 plant samples and record pesticide levels

Education

 ${\bf University\ of\ California,\ San\ Diego\ /\ BS\ in\ Math\ -\ Computer\ Science}$

September 2018 - Present

- Fourth-year undergraduate
- Passed courses in Linear Algebra, Discrete Math, Probability, Stats, Numerical Analysis, Data Structures & Algorithms, Scripting
- 3.8 Major GPA
- Anticipated graduation Spring 2022

HashMap Visualizer App

March 2021

- Using React, JavaScript, CSS, and HTML to organize and render a visualization of a HashMap which uses Linear Probing
- $\bullet \quad \mbox{Deploying the project to GitHub to be } \underline{\mbox{viewed}}$ and used

Projects

Java Minecraft Modding Projects

December 2020 - January 2021

- Adding new items on client-side, new randomly generated ores, building mods using gradle
- Understanding extensive Minecraft libraries, sending packets between the Client and Server
- Comically Large Spoon mod was posted on UCSD's server, has 10+ downloads and works with other mods

Gentrification Neural Network

September 2020 - November 2020

- Learned how to build Neural Networks from scratch, using Keras, Tensorflow, and Pandas libraries
- Completed project on predicting whether certain census tracts are likely to become gentrified or not, predicting at 80% accuracy

Data Structures and Algorithms Projects

January 2021 - Present

• Working to understand and implement basic structures as lists, sorting methods like quick sort and merge sort, Hash Maps, Binary Search Trees, and path-finding algorithms

2019 OFF THE GRID Hackathon, San Diego

May 2019

• Worked with a team of 5, designed a program which compressed HD video. Used machine learning to correctly identify vehicles and humans within the video, as well as existing video compression techniques (H.264)

Java Image Compression Program

September 2019 - December 2019

• Compresses images using mathematical techniques (Discrete Cosine Transforms) used in industry-grade compression software

Green Labs Program / UCSD GND

September 2019 - February 2020

• Meeting with UCSD administration to push for eco-friendly lab certification to become mandatory, reducing wasteful lab practices