ZACH MORGAN

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Objective

- I am seeking open-ended opportunities with potential to further my skillset & experience in unanticipated directions.

Education

- **B.S. in Computer Science, December 2009**—The University of North Carolina at Greensboro

Skills

- **Operating Systems:** Linux (Ubuntu, Debian), Windows 2000/XP

- **Computer Languages:**

    Proficient in Perl, Regular expressions, SQL, C, C++, HTML

    Familiar with Javascript, LaTeX, Java, Bash

- **Tools and Systems:**

    Proficient in Catalyst, DBIx::Class, Template::Toolkit, Moose, SQLite, Git, Bazaar, GTK+

    Familiar with Vim, MySQL, Lighttpd, Android, Machine learning concepts, PDL

Achievements and Activities

- Officer of the UNCG Chapter of Association for Computing Machinery
- Earned Life Scout Rank, Boy Scouts of America (2003)

Projects

- **Basilisk Go Server**—Senior Project at UNCG was to build a a successful correspondence board game server in Perl. It demonstrates proficiency with object-relational mapping (ORM), web templating with forms and javascript, version control, regular expressions.

- **Collision::2D**—Collision::2D is a float-precision continuous collision detection system for some geometric shapes in 2D; it detects collisions between points, circles, and rects of any size and velocity. Originally implemented on Moose, it was ported to an XS backend.

- **AI::Nerl**— AI::Nerl is a perceptron-type neural network library. AI::Nerl uses PDL, the Perl Data Language for fast linear operations, including training using backpropagation. AI::Nerl has been used to build a digit classifier and a general image classifier.