ZACH MORGAN

4306 Halliwell Dr, Raleigh, NC 27606

(919) 265-7487; zpmorgan@gmail.com

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/7
- Computer Languages:
 - Proficient in Perl, Javascript, Regular expressions, SQL, C, C++, HTML, Java
 - Familiar with Ruby, LATEX, Java, Bash, Python
- Tools and Systems:
 - Proficient in Mojolicious, Catalyst, DBIx::Class, Moose, SQLite, Git, Redis, GTK+
 - Familiar with Vim, MySQL, Lighttpd, Android, PDL
- Other Skills: Machine learning, Text processing, APIs, OpenID, OAuth, Excellent car driver

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.
- 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.
- Cinderblock Go Server— Another Go server, a vast improvement from Basilisk. Uses Redis for storage and websockets to enable either correspondence or real-time play. Games::Go::Cinderblock spawned as a variant rulemap implementation. Scrollable board rendered with HTML5 canvas. POV-Ray was also used to render the pieces.
- Cataclysm: Dark Days Ahead— An established post-apocalyptic sandbox-style roguelike game. I solved almost all of the instability problems and rewrote the vehicle collision system to enable more "realistic" vehicle-vehicle collisions.
- Wordbath— A transcript editor & an exercise in workflow optimization. Wordbath's features include tempo change, home-row key combinations, basic text-audio alignment, and an xml-based markup language.