

MORGAN STIMPSON

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PROJECTS

VIDEO GAME;
DEAD WOOD

- Used object orientated design to develop a model view controller-based game design.
- Worked with JavaFx to create a general user interface for the game to be intuitive to play.
- Developed with XML to create and store game data.

SENIOR PROJECT;
WATER TELEMETRY LEAD

- Led a team of 6 software engineers to develop for WWU's Sea Discovery Center for a year
- Developed with Docker, Android Studios and Linux OS.

MACHINE LEARNING;
REGRESSION AND CLASSIFICATION

- Used multivariable calculus and linear algebra to develop supervised machine learning algorithms.
- Designed a machine learning pipeline on a 30k point data set to determine protein binding affinity.

EDUCATION

BACHELOR OF COMPUTER SCIENCE

Western Washington University; College of Science and Engineering

EXPERIENCE

SHIFT MANAGER, SAJAN INC.

February, 2020 – October, 2020

- Excelled in every position and regularly supported front staff to keep expertise fresh and relevant.
- Surpassed Covid-19 standards of cleanliness as to best keep everyone safe.
- Kept employees operating productively working on task to exceed business and customer needs.

RESIDENT ADVISOR, WESTERN
WASHINGTON UNIVERSITY

August, 2017 – June, 2019

- Liaised between 75 residents and my community's director.
- Provided emotional support, counseling to residents, and developed healthy support groups.
- Strategized to improve resident care, satisfaction and held weekly meetings with directors to advocate for resident needs.

SKILLS

PROGRAMMING LANGUAGES
FRAMEWORKS & DATABASES
TOOLS

Java, Python, C, C#, C++, R, JavaScript, PHP
.Net, Android Studio, Node.js, SQL, XML
React, Expo, Anaconda, Docker