

Morgan Redding

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🌐 <https://github.com/evangambit>

Experience

Software Developer Intern (May - Aug 2016)

Epic

- Extended “Rover”, a mobile app for phlebotomists, to communicate with iBeacons and implemented related features
- Developed a novel interface for for urinalysis result entry

Research Assistant (May - Aug 2015)

Washington University

- Created an algorithm for determining the stability of web cameras
- Coded an automatic image alignment algorithm using SURF features and RANSAC
- Continued the redesign of the *Project rePhoto* website, a tool designed to help Citizen Scientists record experiments

Teaching Assistant (Jan 2014 - May 2016)

Washington University

- Head Lab TA for a semester
 - Organized and led the grading of labs
 - Graded homework and exams
 - Led coding and review sessions covering a variety of algorithms and data structures
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Education

Washington University in St Louis

Aug 2013 - May 2017

- Achieved a general and CS GPA of 3.71
 - Majoring in Computer Science and Mathematics (traditional)
 - Attained recognition on the Dean's List 5/6 semesters
 - Completed 5 masters level computer science courses, including courses on machine learning, multi-agent systems, computational photography, biosequence comparison, and nonlinear optimization
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Activities

Software Developer Intern

- Implemented random forests (gradient boosting), logistic regression, and neural networks
 - Developed a webpage for plotting/analyzing points; includes gradient-descent-based least-squares regression for arbitrary functions
 - Earned 2nd place at the Microsoft Coding Challenge at Washington University out of about 40 students (2015)
 - Web master for Upsilon Phi Epsilon
 - Developed 3D raytracing program that supports textures, reflection, and numerous geometric shapes
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Languages

- Proficient in Python, C++, and JavaScript
- Familiar with Java, CSS, Regex, Objective-C