Steven Morrison

Software Developer

(631) 804 8404 | stevenmorrca@gmail.com | Bay Shore, NY | portfolio.com | in/steven-ansman-morrison | github.com/venmorr

Creative Full Stack Software Developer with a foundation in psychology and design, committed to crafting innovative applications with meticulous attention to detail.

**SKILLS**

**Languages** -JavaScript, HTML, CSS, Python, SQL, JSON, EJS

**Database** - PostgreSQL, MongoDB | **Libraries and Frameworks** - React (class based and hooks), Express.js, Django, Jquery **Other** - RESTful Routing, JSON api, Adobe Photoshop, Illustrator, and In Design, Procreate

**SOFTWARE DEVELOPMENT PROJECTS**

**Fantastic Books *October 2023***

* An in-browser React application where users can explore, save, and discuss books they have read or would like to read.
* This project was a collaborative effort and contained valuable lessons on group Git workflow, as well as strengthened communication within a team.
* A Google API was used as the source for the data presented in this application. The incoming data is modified to fit the parameters used in the application to deliver a smooth user experience while leaving room for expansion in the future.

**Magic Combos September 2023**

* An in-browser application where users can post card combinations for the Magic the Gathering TCG.
* Made RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all create, read, update, delete (CRUD) operations, and tested all backend routes during development using Postman.
* Used Mongoose to define schemas for MongoDB collections.
* Implemented ES6 tagged template literals with Styled-Components along CSS3 to provide style and flexbox layout of the application.

**Dwarf Quest August 2023**

* An in-browser game where the player takes on the role of a dwarven warrior in search of his pet cat Méowyn. The goal was to provide a fun and interactive way to experience a D&D style fantasy adventure.
* Utilized module javascript files to host a robust system for the changing state of the game to keep track of the players progress thought the plot
* Created application using Styled-Components and CSS3 with flexbox layouts and color theory for a clean layout.

**PROFESSIONAL EXPERIENCE**

**Paraprofessional**,Western Suffolk Boces | North Babylon, NY  **July 2016 - Present**

* Developed, managed, and promoted an engaging and respectful educational environment on a day-to-day basis.
* Implemented strategies to help students achieve educational and behavioral goals.
* Collaborated with administration and therapeutic staff on incidents requiring crisis prevention and intervention.
* Supported in a technical aspect both students and staff when needed.

**EDUCATION**

**GENERAL ASSEMBLY | REMOTE**  ***Software Engineering Immersive***

Full-stack software engineering immersed students in a dynamic, 12-week program, deeply exploring product development fundamentals, mastering object-oriented programming, MVC frameworks, data modeling, and refining collaborative strategies within teams. Notably, curated a diverse portfolio showcasing both individual and group projects, highlighting my hands-on experience in translating theoretical knowledge into practical, real-world applications.

**SUNY Farmingdale | Farmingdale, NY** ***Bachelor of Science, Technology, and Society***

Graduated with a strong background in psychology, behavioral analysis, and sociology, complemented by a solid grasp of human behavior and societal dynamics. Applied analytical skills in collaborative tech-focused projects, integrating coursework for a unique perspective in software development. Ready to leverage this blend of psychological insight and technical proficiency to create user-centric applications aligned with human behaviors.