

# Marcelo Morales

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## EDUCATION

### JOHNS HOPKINS UNIVERSITY

**B.S. COMPUTER SCIENCE**  
August 2019 | Baltimore, MD  
Whiting School of Engineering  
Expected Graduation: May 2023

## SKILLS

### LANGUAGES

Java • C++ • Python • Golang • C •  
JavaScript • TypeScript • OCaml • HTML  
• CSS

### TECHNOLOGIES

git • gdb • Unix/Linux • Flask • Bootstrap  
• Postgres • Firebase • React • Android •  
Heroku

## PROJECTS

### JELLY MOBILE APP

May 2022  
Jelly is a mobile app to connect people who want to share and explore their favorite shows and movies with their friends and family.

### CLASSROOM WITHOUT BORDERS WEBAPP

April 2021  
Web app to engage high school students with the historical events leading up to the Holocaust using React JS and Firebase.

### FEYMAN TECHNIQUE APPLICATION

August 2020  
App to help students with remote learning by connecting them with other students to practice teaching and communication of a certain topic using Python and SQL.

## AWARDS

- HISPANIC SCHOLARSHIP FUND SCHOLAR
- UBER'S SOPHOMORE ASSOCIATE PRODUCT MANAGER SUMMIT
- PINTEREST ENGAGE SCHOLAR
- GOLDMAN SACHS ENGINEERING POSSIBILITIES SCHOLAR

## WORK EXPERIENCE

### GOOGLE | SOFTWARE ENGINEERING INTERN

May 2022 - August 2022 | Kirkland, WA

- Created and designed the automation involved in migrating a basic tier Filestore instance to an Enterprise tier instance using Golang.
- Wrote performance tests comparing rclone and Storage Transfer Service to decide which filesystem transfer will optimize the tier migration.
- Wrote user guide, design doc, and collaborated across stakeholders to push migration towards completion.

### GOOGLE | STEP (STUDENT TRAINING IN ENGINEERING) INTERN

May 2021 - August 2021 | Remote

- Implemented simulator based integration test platform that provides powerful and efficient tools to enable other developers to conduct end to end integration test against the real deployed service which mimics behavior of app and device.
- Migrated Weave BDX profile from Scala/Stash to Java/Google 3 as fundamental prerequisite effort to migrate Weave related service to Google internal infrastructure.

### CODELABS | SOFTWARE ENGINEER INTERN

July 2020 - August 2020 | Remote

- Designed and developed web application that when given a certain monetary value and a currency type, will return chosen converted amount using Java.
- App consists of web based front-end using Spark Java and Postgres to store all the currency information.

### VILLAGE LEARNING PLACE | TEACHING ASSISTANT

January 2020 - July 2020 | Baltimore, MD

- Teach reading, math, writing, and social skills to 5th and 6th graders from Baltimore inner-city public schools.

### BANK OF AMERICA | FINTECH FOCUS FELLOW

July 2019 - August 2019 | New York, NY

- Learned foundational computer science skills by a consortium of top-tier financial institutions.

## EXTRACURRICULAR EXPERIENCE

### DEVELOP FOR GOOD | SOFTWARE DEVELOPER

April 2021 - Present

- Built a website using React JS and Firebase for a nonprofit client. Website allowed for a 58% increase in user activity and clearer communication between user and nonprofit client.

### PILOT (PEER-LED TEAM LEARNING PROGRAM) | PILOT LEADER

August 2020 - Present

- Lead a study session on the Johns Hopkins University course Calculus I (AS.110.108) through hand-made lesson plans and problem sets.

### JOHNS HOPKINS INSTITUTE FOR NANOBIO TECHNOLOGY | UNDERGRADUATE RESEARCH ASSISTANT

January 2021 - May 2021

- Improved accuracy of calculating ambulation parameters from the output of a real-time location system at the Johns Hopkins hospital using C++ and Python.