

Geoffrey Morris

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BS (3.730 GPA), MS (3.659 GPA), Symbolic Systems, Stanford University, o6
Graphic Design (4.0 GPA), Parsons Summer Intensive Program, o4

HELP 4 KIDS - SPRING 2004

Nonprofit Learning Software Development

- Volunteered to develop interactive learning software for children grades k-8, focusing on issues of health and nutrition.

EPGY SUMMER CAMP – STANFORD, CA - SUMMER 2005

Head Counselor / Tutor / IT Technician

- Acted as teaching assistant and tutor for children ages 10-17 in Robotics, Flash and Java programming.
- Led team of 5 counselors overseeing 30+ campers.
- Led children in a variety of extracurricular activities.
- Installed and maintained network of over 100 computers.

STANFORD CENTER FOR INNOVATIONS IN LEARNING - SPRING 2006

Interface Design / Technology Consultant

- Consultant to Pam Davis, Director of Perceptual Sciences, Art and Technology Program. Working to design and implement art education/therapy software for individuals with autism/Asberger's syndrome.

STANFORD UNIVERSITY - SPRING 2006

Instructor

- Co-taught "Digital Art In Public Places" in conjunction with Amy Franceschini. Students developed public art installations using web technologies as well as hardware and software engineering.

YAHOO! - 2007

Interaction Design Consultant / Flash Developer

- Developed information visualization for Yahoo! Groups dataset.

BIG TENT DESIGN - 2007

Interaction Design Consultant

- Produced interaction prototypes to aid in development of an integrated web services platform

URBANIACS.COM - 2007

Flash Developer / Game Designer

- Developed flash games for urbaniacs.com, a casual gaming website

SFU - 2007

Substitute Teacher

- Substitute taught several sessions of "Design for the Web"

EDUCATIONAL PROGRAM FOR GIFTED YOUTH - SINGAPORE - 2007

Instructor

- Taught "Mathematical Logic and Problem Solving", an intensive two week course in propositional logic, number theory, game theory, and graph theory.

FUTUREFARMERS - 2006-2008

Project Manager / Flash Developer / Web Developer / Interaction Designer

- Acted as project manager, identifying clients, conducting contract negotiations, and coordinating deadlines and meetings.
- Developed front- and back-end applications using Flash, Adobe Illustrator, PHP, and MySQL for projects commissioned by Adobe, Wall Street Journal, SFMOMA, and ISEA