

# Cole Morgan

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## EDUCATION

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### University of Florida

*Bachelor of Science in Computer Science, GPA: 3.80*

Gainesville, Florida

*Aug. 2023 – August 2027*

## EXPERIENCE

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### Junior Software Engineer

December 2025 – Present

*Satlantis US*

*Gainesville, FL*

- Built a STAC-compliant (SpatioTemporal Asset Catalog) geospatial imagery platform for dataset management, image search, and AI-assisted annotation using React and FastAPI, reducing annotation time by 60%.
- Automated infrastructure provisioning with Terraform on AWS and implemented GitLab CI/CD pipelines for streamlined deployments.
- Interviewed engineers across the U.S. and Europe to design a cross-team satellite imagery platform in Figma.

### Fullstack Software Engineer Intern

June 2025 – December 2025

*Satlantis US*

*Gainesville, FL*

- Led end-to-end development of a full-stack satellite imagery quality analysis platform using React, PostgreSQL, and FastAPI, integrating Auto-QC AI models to reduce image QA times by 90%.
- Built a high-performance web-based spectral imagery viewer/editor leveraging React, WebGL, and Cloud Optimized GeoTIFFs with range requests from AWS S3, decreasing page loading times by 10x.

### Peer Tutor, CISE Department

May 2025 – June 2025

*University of Florida*

*Gainesville, FL*

- Managed a 20-hour weekly tutoring schedule, providing one-on-one and small-group support in discrete mathematics, data structures and algorithms, programming fundamentals, and software engineering.
- Collaborated with CISE faculty to align tutoring sessions with course objectives, maintained detailed progress reports, and gathered feedback to continually refine instructional materials.

### Design Engineer Intern, CapTech Partnership Program

September 2024 – April 2025

*University of Florida*

*Gainesville, FL*

- Developed a Next.js, React, and TypeScript website for the Society of PC Building, serving 1,000+ club members with Firebase integration and a custom admin panel for real-time content management.
- Partnered with CapTech in an Agile Scrum development program under senior engineer mentorship, presenting deliverables to company leadership and securing a published feature story on their official website.

## PROJECTS

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### Wizard101 Model Visualizer | *React, Rust, Typescript, Python, PostgreSQL, FastAPI*

May 2026

- Built a full-stack platform for visualizing and managing reverse-engineered Wizard101 assets, combining a custom Three.js renderer with a FastAPI backend to support 1,000+ registered users.
- Deployed and maintained the application on AWS using S3, CloudFront, EC2, RDS, and Route 53 across testing and production environments.
- Engineered a Rust-based ETL pipeline to decode, process, and sanitize 50,000+ game models and textures, enabling large-scale asset extraction and reverse-engineering workflows.

## TECHNICAL SKILLS

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**Languages:** TypeScript, Rust, JavaScript, Python, SQL (PostgreSQL), C++, MongoDB

**Frameworks:** React, Next.js, Angular, Node.js, Tailwind, Express.js, Flask, FastAPI

**Tools:** Amazon Web Services (AWS), Redis, Docker, Git, Figma, Claude Code, Cursor, QGIS

## AWARDS & HACKATHONS

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**Hackathon Awards:** Won multiple awards including SwampHacks X (Best Use of Auth0), MediHacks 2024 (3rd Place), and OSC Hack 2024 (3rd Place), building full-stack systems in React, FastAPI.

**SwampHacks XI Mentor:** Mentored student teams on full-stack development, providing guidance on React, FastAPI, API design, and deployment strategies during the hackathon.