

Brendan Morrissey

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Java Full Stack Developer | AI Applications

Software Development student with hands-on experience in IT support, troubleshooting, app development, and web development. Skilled in building user-focused web applications, improving technical workflows, and supporting users in fast-paced environments. Experienced with modern web development tools, AI-focused workflows, and Git-based development.

WORK EXPERIENCE

Outlier • Atlanta, Georgia, United States • 05/2024 – Present AI Trainer – Software Development

- Evaluated and refined AI-generated code for correctness, efficiency, and adherence to best practices
- Documented AI-generated code issues, prompt behavior, and workflow limitations to support model improvement
- Applied programming concepts and debugging techniques to improve code quality and performance

Georgia Gwinnett College • Lawrenceville, Georgia, United States • 12/2022 – Present

IT Lab Assistant

- Provide technical support for faculty, staff, and students, troubleshooting hardware, software, and network issues
- Maintain and catalog over 1,000 physical and virtual assets, including lab machines, network equipment, and peripherals
- Collaborated with team members to improve lab workflows, asset tracking, and technical support processes
- Supported technical projects across multiple departments, ensuring clear documentation and organization of moving parts

PROJECTS

AI Pet Monitoring Robot (PiCar-X) | STEC 4500 Research Project

- Developed an autonomous PiCar-X robot using Python, integrating sensor data and local vision-language models for real-time navigation and obstacle avoidance
- Combined local object detection (Vilib, TFLite) with LLM-based decision-making (LM Studio, Qwen-VL) to enable adaptive steering and obstacle avoidance
- Logged and analyzed run data to evaluate system performance and improve decision-making workflows

SKILLS

Languages: Java, JavaScript, PHP, Python, SQL, TypeScript

Web: CSS, Full-Stack Development, HTML5, Next.js, Node.js, React.js, React Native, RESTful API's

Tools: cPanel, Git, GitHub, GitHub Actions, Google Workspace, phpMyAdmin, VS Code

Databases: Firestore, MySQL, NoSQL

Networking: Ethernet Cabling, Server Maintenance

Concepts: Agile, Data Structures, Debugging, Object-Oriented Programming, Software Development Lifecycle, Testing

Other: Documentation, Hardware Troubleshooting, Inventory Management, Project Management

EDUCATION

Bachelor of Science in Information Technology, Software Development

Georgia Gwinnett College
01/2022 – 07/2026

Certificate in Full Stack Development

Georgia Institute of Technology
10/2021 – 02/2022

Campus Navigation System

- Developed a scalable campus navigation platform using Next.js and structured JSON data models supporting 1,000+ room entries across multiple buildings and floors
- Implemented interactive SVG-based floor maps with dynamic room highlighting, hover states, and global search functionality
- Refactored core components and rendering logic to improve performance and enhance user experience

Parenting Tracker Web App

- Built a mobile-first parenting tracker using Next.js and React, allowing caregivers to manage child profiles and log feeding, sleep, growth, play, and diary entries
- Integrated Firebase Auth and Firestore for secure authentication, real-time data syncing, and automatic dashboard updates across sessions
- Designed responsive, accessible UI components with Tailwind CSS, shadcn/radix, and Framer Motion, including growth charts, timeline summaries, and goal-tracking views

Java MVC Game Engine | Object-Oriented Architecture

- Designed and implemented a modular text-based application using Model-View-Controller (MVC) architecture to separate business logic, UI, and input handling.
- Implemented player state management and external data loading via text files to support dynamic content
- Refactored the application into modular components to improve scalability, maintainability, and code organization