

Steven Murley

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EDUCATION

Georgia Institute of Technology

Aug 2023 – May 2027

Bachelor of Science in Computer Science, Minor in FinTech – 3.56 GPA

Atlanta, GA

Relevant Coursework: Computer Architecture, Networking, AI, Data Structures & Algorithms, Linear Algebra, Probability, Statistics, ML, Discrete, Combinatorics

EXPERIENCE

Full-Stack Developer

Jan 2025 – Present

Georgia Institute of Technology

Atlanta, GA

- Developed cross-platform mobile application using React Native and JavaScript, integrating gaseous diffusion modeling engine with computational algorithms to simulate chemical exposure pathways and calculate risk assessment scores for product safety evaluation.
- Implemented SQL database architecture for chemical compound data management and integrated third-party retail APIs to automate safety assessment across 5,000+ retail products with real-time hazard analysis and exposure modeling.

Undergraduate Research Assistant

May 2024 – Jul 2024

Georgia Institute of Technology

Atlanta, GA

- Maintained and upgraded MATLAB-based biomechanical simulation models for feline motor function, implementing optimizations that improved computational efficiency by 15%.
- Developed ETL data preprocessing pipelines using Python and MATLAB for neural network models with 10,000+ samples and analyzed computational architectures comparing artificial neural networks to biological motor control systems.

PROJECTS

Medical Imaging Analysis with Deep Learning | *TensorFlow, Keras, OpenCV, Python*

Aug 2025 – Present

- Led 5-person team to develop automated retinal disease detection system using three deep learning approaches: CNN multi-class classification achieving 97% accuracy, Vision Transformer semantic segmentation achieving 0.84 Dice coefficient, and BERT NLP classification achieving 0.89 F1-score across 10,000+ images, clinical records.
- Designed and trained hybrid Vision Transformer-CNN encoder-decoder for semantic segmentation of retinal blood vessels on 5,000+ medical images using U-Net architecture with skip connections for boundary detection.
- Implemented multimodal fusion pipeline integrating ResNet image classification, BERT NLP, and semantic segmentation with preprocessing (OpenCV, CLAHE augmentation, Adam optimizer, cross-validation) on GPU runs using Google Colab.

Retail Price Database System | *React Native, JavaScript, REST API, SQLite*

May 2025 – Aug 2025

- Engineered full-stack mobile application using React Native and JavaScript to aggregate real-time grocery pricing data across 15+ retailers, implementing RESTful API architecture, web scraping, and JSON data parsing to collect pricing, inventory, and geolocation information.
- Designed and deployed SQLite database schema with normalized tables for product cataloging, price history tracking, and user preferences, implementing CRUD operations and query optimization for sub-second performance across 5,000+ SKUs using Git version control.

Multiplayer Video Game | *Python, Django, HTML/CSS*

Jan 2025 – May 2025

- Architected cloud-deployed multiplayer trading card game platform using Django and Python, implementing backend development with game state management and battle mechanics for concurrent user sessions.
- Collaborated with 4-person team using Agile methodology to deploy web application infrastructure on PythonAnywhere, implementing user authentication, session management, and SQL database operations.

TECHNICAL SKILLS

Languages: Python, C/C++, Java, SQL, JavaScript, HTML/CSS

Frameworks/Libraries: TensorFlow, Keras, Django, React Native, NumPy, PyTorch, OpenCV, scikit-learn, BERT, React

Developer Tools: Git, Docker, Google Cloud Platform, Google Colab, Visual Studio, PyCharm, IntelliJ, Jupyter, REST API, SQL, SQLite