# Grayson Morris

# technical writer, translator, and software engineer

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YOU ARE a company with awesome technology, an uplifting culture, and bright, excited people.

I AM eager to help you communicate the amazing things you do.

# WRITING EXPERIENCE

#### **TECHNICAL WRITER**

🚃 2002 – present

Self-employed

Netherlands

In American English. Highlights:

- Took scientists' input and wrote a successful €26M grant proposal to fund QuEEn (quantum electrical engineering) at NanoLabNL.
- Wrote a series of white papers for a global technology company to put the underlying science in plain language for consumers.
- Drafted the launching document for the Strategic Business Development program at the University of Twente.

## **TRANSLATOR**

2002 – present

Self-employed

Netherlands

Dutch to American English. Highlights:

- Translated Rene Raaijmakers' technology-heavy book ASML's Architects for the US market.
- Translated and edited the annual English issue of Bits&Chips magazine for the Dutch high-tech industry.
- Translated and edited (sometimes to the point of rewriting) technical reports and consumer-friendly brochures on electric vehicles for the Dutch government.

#### FICTION WRITER

2010 – present

Self-employed

- Q Netherlands
- Published in leading science fiction and fantasy venues including Abyss & Apex, Daily Science Fiction, and Galaxy's Edge.
- Member of the Villa Diodati Expat Writers collective.

# **EDUCATION**

## COMPUTER SCIENCE

1993 – 1996

University of North Carolina

**Q** USA

- Algorithms & analysis | Architecture & implementation |
  Computational complexity | Data structures | Graphics |
  Operating systems | Software design
- Virtual environments research under Turing Award winner Frederick P. Brooks
- NSF Graduate Research Fellowship 1995

#### **MATHEMATICS**

₩ BSc 1989

University of North Carolina

- **Q** USA
- Algebraic structure | Differential geometry | Differentiable manifolds | Linear algebra | Real analysis | Topology
- Three-month internship at the Netherlands Foundation for Research in Astronomy; co-author on four resulting papers (request my extended cv for details)
- Grade point average 3.6 / 4.0 (NL equivalent: 9)

# ENGINEERING EXPERIENCE

### SOFTWARE ENGINEER

2002 – present

Self-employed

Netherlands

A variety of projects for work and fun. Highlights:

- Designed and built the PHP/MySQL engine for a system to process natural-language queries posed in Dutch by visitors to a national energy provider's website.
- Contributed to open-source osCommerce and Zen Cart projects.
- Building my own general-purpose computer from logic gates through operating system.

#### SOFTWARE ENGINEER

iiii 1997 – 1999

**Q** USA

BOPS

- Ported a subset of the OpenGL 3D graphics API to assembly on a four-core instantiation of BOPS' synchronous MIMD iVLIW ManArray architecture.
- Co-inventor on five patents (request my extended cv for details).

## SOFTWARE ENGINEER

**1996 – 1997** 

**Q** USA

IRM

• Implemented the G.729A speech codec in assembly on IBM's Mwave digital signal processor.

## **FXTRA**



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