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## EDUCATION

University of Utah

Spring 2018 - Present

**Bachelor of Computer Science**

University of Utah

Graduated December 2012

Double-Major:

**Psychology, Bachelor of Science**

**Sociology, Bachelor of Science**

## PROGRAMMING LANGUAGES

Java

C#

C++

SQL

Python

## GAME ENGINES

Unreal Engine

## ADDITIONAL SKILLS

Problem solving

Team leadership

Teaching

Communication

Writing

# Aaron Morgan

Software Developer

## PROGRAMMING PROJECTS

### Spreadsheet Application

- A functional spreadsheet program similar to Google Sheets or Microsoft Excel, using the Model-View-Controller (MVC) development design.
- Utilized Object-Oriented programming, GUI development, and Pair Programming.
- Created testing code for all components.

### Agario (Game)

- A multiplayer game that could be played over a network.
- Developed to interact with a SQL database to store scores and display them with HTML.
- Utilized Object-Oriented programming, GUI development, MVC design, Logging, and Pair Programming.

### RaceAero (Game)

- A racing game created with a team of artists and other programmers utilizing Blueprints.
- Assisted in development of player movement, gameplay mechanics, and level design.
- Had a major role in testing gameplay.

## PROFESSIONAL WORK EXPERIENCE

Amazon/Your Neighborhood Deliveries (June 2020 to December 2021)

Delivery Associate

University of Utah (August 2019 - December 2019)

Learning Assistant for Calculus 1

Dominion Energy/Questar Gas (April 2016 - October 2017)

Meter Reader

University of Utah Neuropsychiatric Institute (April 2013 - May 2015)

Psychiatric Technician

## WRITING PROJECTS

Video game guides published on GameFAQs:

<https://www.gamefaqs.com/community/Damthiel/contributions/faqs>