Will Morrison

Software Developer

Computer Science senior at Boston College with a minor in Management & Leadership. Graduating in May 2025 with a strong foundation in software development. Proficient in multiple programming languages and frameworks. Seeking a software engineering role to leverage my knowledge and project experience.

✉ will@willmorrison.com
☎ (609) 865-4384
in will-morrison (Linkedin)
○ MorrisonWill (GitHub)

Work

BoreDM
Geotechnical engineering software

Software Engineer
May 2024 – Present
Phoenix, AZ / Remote

BoreDM is "the modern standard for geotechnical and environmental subsurface data management."

- Led the development and integration of SAML-based single sign-on (SSO) for BoreDM's web application
- Developed a number of features that are now in use by BoreDM's customers, including laboratory tests, optimizations to the websocket system, and improvements to an LLM-based analysis module
- Contract extended so that I could continue to work while I finish my degree

Boston College

Teaching and Research Assistant
Jan 2022 – Present
Boston, MA

Worked as a research assistant for two professors and as a teaching assistant for three computer science courses.

- Developed an Electron UI for ND2 image file transformations under Professor Donglai Wei
- Developed and benchmarked distributed systems under Professor Lewis Tseng
- Served as a Teaching Assistant for CS 2, Computer Systems, and Computer Networks for a total of 4 semesters
- Led the development of a VR data visualization project under Professor Nam Wook Kim

EigenX

Software Development Intern
Jun 2022 – Jan 2024
King of Prussia, PA

Worked directly with clients, designing and writing software to fit their needs.

- Collaborated with clients to understand and fulfill their software requirements
- Designed and developed custom software solutions
- Wrote applications with a variety of technologies including PostgreSQL, TypeScript, Salesforce, Python, Git, and Linux

Volunteer

Julia Robinson Math Festival

Volunteer
May 2020 – Aug 2020

Created interactive, educational math games in Unity.

The Seeing Eye

Puppy Raiser
Jun 2017 – Sep 2019

Trained and socialized puppies to become guide dogs for the blind.

Education

Boston College
Computer Science & Management
Aug 2021 – May 2025

Bachelor

Courses

- 491102 - Independent Study
- 338901 - Topics in Computer Systems: Blockchain and Consensus Systems
- 336601 - Principles of Programming Languages
- 336301 - Computer Networks
- 336201 - Operating Systems
- 336001 - Human-AI Interaction
- 336701 - Compilers
- 227201 - Computer Organization and Lab
- 227101 - Computer Systems
- 224401 - Randomness and Computation
- 224303 - Logic and Computation
- 210301 - Functional Programming

Princeton High School
Sep 2017 – May 2021

Projects

Auger
Application

An open-source TCP forwarding tool written in Go

- Forwards local TCP traffic to a remote server
- Runs as both a CLI app and on a server
- Alternative to tools like ngrok

`Go` `TCP` `Networking` `Open Source`

Paymint
Feb 2022 – Feb 2023
API

A cryptocurrency payment-processing API

- Processes 6 different cryptocurrencies
- Simple API

`Cryptocurrency` `Typescript` `Deno` `API` `PostgreSQL`

Eagle Monitor

A web application for monitoring the status of Boston College's course registration system

- Written in Golang and Svelte
- Notifies users when a course they want to take has an open seat
- Better search functionality than the official BC course registration system

`Golang` `Svelte` `Go-Chi` `PostgreSQL`

Skills

Frontend
`HTML` `CSS` `Typescript` `React` `Svelte`

Backend
`Node.js` `Python` `PostgreSQL` `Golang`

Interests

Rock Climbing
`Bouldering` `Sport` `Traditional`

Chess

Tennis

Skiing

Cryptocurrency