Vincent Morrill

Software Engineering

CONTACT INFORMATION

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SKILLS

Languages: Flutter · C# · Java · SQL · TypeScript · Javascript

Frameworks & Libraries: RESTful APIs · .NET Core · ASP.NET · Entity Framework · Angular · Bootstrap

DevOps & Tools: Docker · Git · CI/CD · Obsidian

Databases: SQL Server · PostgreSQL · MySQL

Knowledge Management-: Confluence · Jira

PROJECT EXPERIENCE

POITracker – Cross-Platform

Dec '19 · Backend Developer

- Developed REST API backend for itinerary planner, integrating Google Maps API for location filtering.
- Built with a team of other students to emulate an Agile workflow over 5 Sprints

Quant - Android

Mar '20 · Owner/Developer

XamarinForms powered app that integrates with Planetside 2's Daybreak API using API key authentication to deliver real-time game data and enhance user engagement.

EDUCATION

University of Wisconsin Oshkosh | Bachelor Degree
Software Technology · Grade: 3.2 · Graduation: May '25
Oshkosh, WI

Fox Valley Technical College | Associate's Degree
Software Development · Grade: 3.8 · Graduation: Dec '20
Dean's List every semester; hosted 3D printing workshops, produced tiered self-help videos, and led a guided space tour.
Consulted on FVTC's Makerspace equipment and collaborated with teachers on embedded hardware projects.

WORK EXPERIENCE

Application Developer + Internship   Jun '23 - May '25
UW-Oshkosh IT Department · Oshkosh, WI

- Document creation on Confluence: expanded onboarding tutorial for hirees
- Content includes migrations, orchestration, debugging, environment setup
- Cooperate with other students on projects, weekly progress report meetings
- Developed backend features in .NET Core and optimized dormitory recordkeeping system

Intern - Junior Software Developer   Jan '20 - Jan '23
Applied Benefits · Oshkosh, WI

- Participated in Agile development workflows, attending daily scrums and using Jira & Kanban to manage project milestones
- Proposed and implemented automation for employer benefit data entry, mentored by Sr. Full Stack Developer
- Developed unit tests for legacy code, improving test coverage from 80% to 88%
- Git workflows, managing feat. branches, VC competency, pull requests and code reviews

Full Stack Developer   Jan '19 - Jan '21
Plain Ol' DevOps · Oshkosh, WI

- Built starting assets and behavior for AR game designed to teach kids about programming basics at STEM event
- Refurbished sites with Angular7 and Typescript; minimizing client-side page changes and navigation reworks

- Built real-time event tracking app using WebSockets and REST API, providing live updates to 200+ users.
- Integration allows Mobile users to view in-game events without a running game client