Toby Morris

414-739-5271 | tobywilliammorris06@gmail.com | https://github.com/TdubMorris

SUMMARY

Software engineering intern candidate with professional interest in web development and data, and a passion for tackling new challenges. Knowledgeable in Java and Python and have experience with version control through GitHub. Heavily involved with Game Design Club and currently working on a video game using Godot.

EDUCATION

Bachelor of Science, Computer Science   May 2028
University of Wisconsin-Milwaukee, Milwaukee, WI   GPA: 3.8
- **Anu and Satya Nadella Scholarship** recipient (full-ride scholarship)
- **Relevant Courses:** Data Structures and Algorithms, Discrete Information Structures, Linear Algebra and Differential Equations

SKILLS

- **Programming:** Java (proficient), Python (intermediate), GDScript (proficient)
- **Core Skills:** GitHub version control, debugging, data structures, VS Code, Eclipse
- **Data Visualization:** Create diagrams and interactive tools in Excel and Desmos as a method for learning and applying new concepts.
- **Math:** Pursuing math minor; completed Calculus 1 and 2 as well as Linear Algebra and Differential Equations, with a strong passion for learning new math concepts and applying them.

PROJECT EXPERIENCE

Java Programming, Data Structures and Algorithms Course Projects   Sept 2025 – Present
- Utilized Java in the design and creation of data structures including dynamic arrays, binary search trees, hash maps, and sorting algorithms.
- Employed GitHub for version control and collaborated with several other students to tackle challenges more effectively and develop skills.

Video Game Design, Personal Project   June 2024 – Present
- Conceived architecture of space-themed game, structured game play order, and employed object-oriented principles during GDScript coding process and development using the Godot game engine.
- Utilized version control in GitHub for project management and progress tracking.

Robot Mechanic, First Tech Challenge Club – Gold Mier High School   Sept 2021 – May 2024
- Brainstormed with team and helped create robotic solutions to various challenges, including grabbing, moving, and lifting objects, to score as many points as possible during competitions.

ADDITIONAL EXPERIENCE

Bike Mechanic   June 2025 – Aug 2025
Trailside Cycle, New Berlin, Wisconsin
- Fixed problems with electric bicycles and helped customers, which significantly helped the shop catch up on work orders.
- Assembled a wide range of bikes including electric bikes and tricycles.

Bike Mechanic   May 2024 – Aug 2024
Dream Bikes, Milwaukee, Wisconsin
- Worked with others to refurbish old and broken bicycles to be sold to customers.
- Helped customers locate and fix problems with their bikes.
- Managed a retail system to keep track of work orders and ring up customers.