

Daniel (Danny) Morsovillo

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Education

Illinois State University <i>Bachelor of Science in Computer Science (GPA: 3.67 / 4.00)</i>	Expected May 2027 Normal, IL
<ul style="list-style-type: none">Relevant Coursework: Algorithms and Data Structures (C++), Computer Organization and Architecture, Systems Development, Linear Algebra, Discrete Mathematics, Intro to IT Professional Practice.	

Experience

Oak Lawn Marketing International <i>Student Developer</i>	August 2025 – Now Normal, IL
<ul style="list-style-type: none">Collaborated with a cross disciplinary team of ten computer science and international business students to develop an automated workflow for the largest direct-to-consumer company in Japan, Shop Japan.Designed and implemented creative solutions to collect and process data on trending e-commerce products.	

Projects

Make Math Count Today @makemathcounttoday.com React.js, HTML/CSS	
<ul style="list-style-type: none">Developed and deployed a web application for an educational instructor's middle school math workshopAimed to inform instructors and parents on ways to propel student's success in math.	
fairwayd iOS Application <i>In progress, SwiftUI, Supabase - Illinois State Mobile App Contest</i>	
<ul style="list-style-type: none">Currently developing an iOS application that enables users to discover and evaluate golf courses using live data from a RESTful API.Implementing dynamic course detail pages with ratings, slope, par, tee information, images, and user reviews.Integrating authentication flow and refining UI/UX for a production-ready experience.	
Ray Tracer Rendering Engine C++, SFML	
<ul style="list-style-type: none">Developed a physically based ray tracing engine capable of rendering 3D scenes with realistic lighting, reflection, and refraction based up Peter Shirley's <i>Raytracing in One Weekend</i>.Implemented mathematical models for camera optics, materials (Lambertian, Metal, Dielectric), and light scattering using vector algebra and recursion.Integrated an SFML-based PPM image viewer to visualize generated frames and debug color mapping and material properties in real time.	

Technical Skills

Languages: Java, C++, Python, Swift, HTML/CSS

Technologies: React.js, Flask, Git, Supabase, Excel

Concepts: Object Oriented Programming, Mobile Application Development, Database Management

Extra Curricular

Association for Computing Machinery

- Provides students with educational resources to grow in the fields of IT, software engineering, cyber-security, and web development.

Awards & Honors

iGrow Tech Scholarship Recipient	Feb. 2025
Jesse E. Fell Scholarship Recipient	Aug. 2024
Illinois State University Honors Program	Aug. 2024
Illinois Spanish Seal of Biliteracy	April 2024