

Morgan Petersen

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812 E Kingsley St, Ann Arbor, MI 48104

Software Engineering, Data Analysis and Game Development

I am a University of Michigan 2024 graduate with a degree in Computer Science and a minor in Statistics. I have a strong programming background, with a specific passion for creating appealing visual experiences, from video games, to data visualizations, to frontend programming. I also really enjoy learning new skills on the fly, so I'd love to learn new technical skills in any area!

Key Competencies

Prog. Languages: C++, JavaScript, C#, R	Proficiency using C# with Unity Engine	Work experience with Git and Jira
Project experience in HTML/CSS	Work exp. in React Native, JavaScript	Experience writing documentation
Project experience using Bootstrap & Vue.js	Some experience with Python, Java	Project experience using REST API
Project experience prototyping with Figma	Some experience with SQL Queries	Project experience with SPSS Statistics

Professional Experience

WolverineSoft Studio May 2023 - May 2024
Game Programmer, QA Director

Used Unity and C# to develop fun computer games, including two single-player games and an online multiplayer title, all of which can be found on my portfolio and Steam. As QA Director, I was responsible for finding and reporting bugs, fixing as many as possible, and organizing and leading the rest of the QA team. My programming and leadership skills ensured all these titles released in as polished a state as possible.

Ford Motor Co May 2023 - Aug 2023
Software Development Intern

Worked on the SYNC 4 development team, where I wrote and debugged JavaScript code, iterating upon existing React Native components for Ford SYNC 4 systems. Specifically, I implemented a Storybook app for React Native which helped with component testing. I also created a functional temperature dial graphic using Skia which conformed to graphic prototypes created in Figma. My efforts in feature development and bug-fixing helped create seamless functionality before each periodic release date.

Nuvu Fuels April 2018 - Aug 2022
Inventory Associate

Organized and restocked beverage displays to optimize the convenience store's visual appeal. In addition, I received deliveries from distribution companies and organized the cooler area following deliveries, ensuring an efficient stocking experience for all teammates.

EDUCATION & CERTIFICATIONS

Bachelor of Science and Engineering

Major: Computer Science
Minor: Statistics
University of Michigan - Ann Arbor
3.3 GPA

PEERRS Human Subjects Protection Certification

University of Michigan

EXTRACURRICULAR ACTIVITIES

Competitive Director, Esports Club - Rocket League

University of Michigan

Member, WolverineSoft Games Club

University of Michigan