# MORGAN DUNN

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## PROFESSIONAL SUMMARY

XR Focused software developer with strong skills in Unity, C#, and Java. Experienced and comfortable with using Git and Plastic source controls in a team environment. Quick to learn new technologies and willing to work on any part of a project. Has experience working with and leading a team on projects in both academic and professional settings. Excels at implementing systems for User Interaction and Gameplay, maintaining a clean and organized codebase, and working with members outside my department to deliver the best possible result.

## SKILLS

* Skilled in Unity Development and Object-Oriented Languages.
* Experienced with source control (Git, ADO, Plastic SCM) including branching, committing, and pull requests.
* Adaptable and reliable in the face of fast-changing requirements and deadlines.
* Exceptional written and spoken communication skills. (English)
* Able to work and coordinate with large teams to deliver excellent results.

## WORK EXPERIENCE

* **Cyber Fellow, University of Tulsa (Aug 2022 - Pres)**

Researching as a PHD Student under the Cyber Fellows program. Working to develop a framework for creating Virtual Reality training simulations. Leading a team of undergraduate researchers to develop a training simulation for nursing students in VR. Also working alongside fellow graduate researchers with a Boston Dynamics Spot robot on a variety of research goals.

* **Game Developer, Grover Gaming (July 2021 – July 2022)**

Worked to convert existing titles to new markets. This included art and functionality changes, adding new features and systems, and fixing bugs within tight release schedules. Worked as the sole developer with a team of artists, producers, and QA to ensure top quality products. Extensively used Azure Dev ops for source control, bug management, and build pipelines. Worked closely with fellow developers in assisting with brainstorming and debugging bugs. Developed standalone systems for implementation across multiple games to speedup overall development.

* **VR Developer, Industrial 3D (April 2021 – Aug 2022)**

Developed a system for objective based VR training in the Unity engine. Also developed systems for file saving, persistent asynchronous loading screens, teleportation locomotion. Worked extensively with an artist to develop 3 training procedures in accordance with client specifications. Coordinated with the use of Plastic SCM source control to maintain an organized workflow.

## Work Experience (cont.)

* **Game Programmer, Moonlight Games (June 2019 – Sept 2020)**

Worked to lead the Junior Intern Team in implementing gameplay functionality, find and fix bugs, and research useful technologies. Assisted in Releasing a private play test version of *Consortya* on Steam. Redesigned and implemented new systems for both combat and spellcasting with greater focus on modularity and polymorphism.

## PROGRAMMING EXPERIENCE

6.5 Years Unity Engine with C# (3 Professional, 3.5 College)

5 Years Source Control (4.5 Git, .5 Plastic SCM)

3 Years Java (3 College)

2.5 Years C++ (2.5 College)

1 Year Python, C, Unreal Engine

## EDUCATION

Alma Mater: The University of Tulsa  
Degrees: B.S. Computer Science, B.S. Computer Simulation and Gaming with a focus in Development

Minor: Mathematics  
Cumulative GPA: 3.63

Certifications: Unity Certified Associate – Game Developer

## COLLEGE STUDIES

**Computer Science:** Analysis of Algorithms, Theory of Computing, Evolutionary Computation, High Performance Computing, Computing Ethics, Operating Systems**,** Computer Networking, Comparative Programming Languages, Foundations of Cyber Security

**Simulation and Gaming:** Exploration in Gaming Tech, Game Level Design, Game Production, Fundamentals of Computing Graphics, Senior Software, Game Engine Design

**Mathematics:** Calculus 1-3, Numerical Optimization, Statistical Learning, Scientific and Statistical Programming, Differential Equations

## Accolades

* Published in 2018 1st International Conference on Data Intelligence and Security (ICDIS)
* Presented at CSGC 2019 on "A new way to process particles, using Unity’s Visual Effect Graph technology"
* Presented at IMECE 2019 over" Instrumentation and Analysis Architecture for a Gamified CPS Test Bed"