

Aiden Morgan

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EDUCATION

Bachelor of Science in Computer Science

May 2027

Certificate in Game Design

Wichita State University, Wichita, KS

3.61/4.0

SKILLS

Programming: C#, C++, Python, JavaScript, HTML, CSS, SQL

Frameworks & Web Technologies: .NET / .NET Core, ASP.NET MVC, Blazor, Flask

Software: Git, Visual Studio/VS Code, SSMS, Azure DevOps, Azure Key Vault

RELEVANT EXPERIENCE

Software Developer at Textron Aviation (Student Contractor)

March 2025- Present

Ennovar, Wichita, KS

- Engineered and maintained 6+ web applications for the Textron Aviation Customer Service Scrum Team using ASP.NET MVC and C#, translating business needs into reliable software solutions.
- Deployed critical new features and bug fixes across internal and external environments, streamlining workflow productivity for hundreds of users.

Software Developer Intern

June 2026-August 2026

Textron Aviation, Wichita, KS

- Modernized software solutions by upgrading .NET versions and migrating two legacy monolithic ASP.NET MVC systems into a microservice architecture utilizing Blazor, optimizing system load times by up to 90% by implementing data pagination.
- Partnered with business users to integrate Azure Key Vault into the data architecture, securely managing application secrets and protecting sensitive data for 100+ users.

RELEVANT PROJECTS

Task Management Application

Spring 2026

- Web app for creating and managing lists with bullet-point and flowchart visualizations, unique user accounts, settings, progress tracking, and estimated completion dates.
- Made with Flask + Jinja2 backend, SQLite-backed data managers, session-based auth, JS/CSS frontend for the Hack the Wu Hackathon

Bad Tanks (Computer Video Game)

Summer 2026

- 3D reimagining of the web game Tank Trouble, built in Unity/C#—local multiplayer arena third person shooter; awarded 3rd place in a game jam.
- Procedural arena generation for high replay ability; physics-driven tank controls and balanced weapon mechanics; local multiplayer input support and polished UX; rapid prototyping under a game-jam 48-hour deadline.

ACTIVITIES AND AFFILIATIONS

President, Game Design Club

May 2026 – Present

Member, Wichita State University Linux Users Group

October 2024-Present