



Morgan Wilson

Software Developer

morganawilson99@gmail.com · github.com/MorganAWilson

I write AutoCAD and CET plugins for a living, and build games, apps and self-hosted tools for fun.

ABOUT

It started with an iPod touch and a pile of games. Then Minecraft, and the day my friends and I wanted to play together: I figured out how to host a server, forward a port, and get everyone connected. That was my first real tech problem, and I have been chasing that feeling ever since.

I taught myself to code from YouTube and Codecademy (JavaScript, then Java, then C++), took every programming class my schools offered, won my high-school class coding competition, and then went to college. Today I develop AutoCAD and CET plugins professionally, and spend my free time building far too many side projects.

SKILLS

Languages	JavaScript / TypeScript · Java · C++ · Swift · Python
CAD	AutoCAD plugin development · CET plugin development
Platforms	Web · iOS (SwiftUI, SpriteKit) · macOS · iMessage extensions
Infrastructure	Docker · Self-hosting · Networking · Linux

PROJECTS

TCG Lab in progress · JavaScript, Node, SwiftUI, WKWebView, Docker

A Pokémon TCG rules engine and play table with nearly 16,000 card effects implemented, a deck builder, bots, replays, online play on my own server, and an iPhone app.

Jamie Jump in progress · Swift, SwiftUI, SpriteKit

An endless bunny jumper for iPhone that climbs through hand-drawn worlds from a spring meadow to Mars, with boosts, critters, a carrot shop, and every sprite and sound made in code.

Grave Garden in progress · Swift, SwiftUI, SpriteKit

A spooky-cute zombie farming and auto-battle iPhone game: plant zombie seeds, grow a horde, send it into battle.

Bunny Post in progress · Swift, Messages framework

A pack of turn-based games played inside iMessage. The whole match state rides inside the message bubble, so there is no server.

MougFinder in progress · Swift, SwiftUI, SwiftPM

A Windows-Explorer-style file manager for macOS, built because Finder never felt right.

Shiny Stash in progress · Swift, SwiftUI, iCloud

Pokémon card collection tracker with live market values and iCloud sync.

Hearth in progress · TypeScript, Node, SQLCipher, SwiftUI

A self-hosted household finance and budgeting app built privacy-first: passkeys, an encrypted database, and no public exposure at all.

PTCG AI Battle finished · Python, Reinforcement learning

A game-playing agent for Kaggle's Pokémon TCG AI Battle Challenge: multi-ply beam search with option scoring, then behavior cloning and REINFORCE.

THE STORY SO FAR

Elementary school	An iPod touch full of games. The question "how does this work?" shows up.
Minecraft years	Hosted my first Java server so my friends could play together. First taste of networking.
Middle & high school	Programming classes, YouTube tutorials, Codecademy. JavaScript, then Java, then C++.
High school	Won my class coding competition (prize: a Google Nexus).
College	Learned why everything I had been doing actually works.
Now	Software developer specializing in AutoCAD & CET plugin development.

The full version boots: a little operating system that tells this story.