

RESUME

Daniel L. Morgan

AI Engineer · Designer · Builder

Multi-disciplined engineer and designer with 30+ years of experience spanning full-stack development, UI/UX design, 2D/3D art, commercial defense contractor, and intelligence community software engineering. Now deeply focused on AI Engineering — building intelligent systems, LLM-powered applications, and agentic workflows using the Frontier APIs and modern AI tooling.

✉ dan.morgan@visumax.com  GitHub  LinkedIn  Evans, GA

EXPERIENCE

Jan 1993 – Present

Independent Consultant & AI Engineer

VisuMAX · Evans, GA

- Founded and operated a freelance design and development studio for 30+ years
- Delivered full-stack web applications using ASP.NET, C#, and MS SQL Server
- Designed UI/UX for clients across multiple industries
- Developed Android applications in Java
- Currently building AI-powered applications and agentic workflows using the Frontier APIs

Jun 2015 – Present

Digital Network Exploitation Subject Matter Expert

National Security Agency

- Network and device analysis specialist defining protocols and vulnerability assessments
- Evaluated antagonistic network architectures
- Software engineer for AI Agentic workflows and Server application design and development

Jul 2009 – Jun 2015

Flight Simulator Instructor

Lockheed Martin Corporation

- Instructed special operations aviators on tactics and mission planning software
- Designed and developed mission planning software applications
- Managed 100+ classified network nodes and NGA data store

Feb 2007 – Jul 2009

Software Engineer

Northrop Grumman Corporation

- Developed n-tier web applications using ASP.NET and .NET Framework
- Designed MS SQL Server databases with stored procedures
- Created eLearning and interactive training content

Oct 1985 – Feb 2007

Special Operations Aviator / Mission Information Manager

United States Air Force

- 4,200+ hours primary flight time; instructed special operations aircrew
- Managed Information Transformation office supervising operations
- Served as JSOAC C2MIPS systems subject matter expert

Sep 1998 – Jun 2004

Master Technician / Corporate Trainer

CompUSA

- Diagnosed and repaired Apple, Windows, and Linux systems
- Taught Certified Internet Webmaster courses for corporate training

May 1995 – Sep 1998

Web Developer / Graphic Designer

Computer Publishing Group Inc.

- Developed web presence and multimedia using Macromedia Flash
- Maintained e-edition for Navarre Press newspaper

EDUCATION

- 2010 **Master of Science — Enterprise Architecture and System Design**
[Capella University](#)
GPA 4.0 / Summa Cum Laude
- 2004 **Bachelor of Computer Science — Systems Programming & Relational Database Design**
[College of Santa Fe](#)
GPA 3.9 / Summa Cum Laude
- 2002 **Associate of Science — Aviation Operations**
[Community College of the Air Force](#)

SKILLS

LANGUAGES

C# TypeScript JavaScript Java Python SQL HTML / CSS

FRAMEWORKS & PLATFORMS

.NET Framework ASP.NET Astro React Tailwind CSS Android SDK

AI / ML

Claude API Anthropic SDK LLM Integration Prompt Engineering AI Agent Design
RAG Systems OpenAI API OpenAI SDK ML.NET

DESIGN & 3D

UI / UX Design Adobe Photoshop Adobe Illustrator 2D / 3D Art Motion Graphics
Maya ZBrush

TOOLS & INFRASTRUCTURE

Git / GitHub MS SQL Server Visual Studio VS Code Vercel REST APIs
VMware / Linux IntelliJ / Android Studio

CERTIFICATIONS

A+

Net+

Security+

CEHv9

Malware Analysis

IBM

HP

Toshiba

AI Engineering

Anthropic

CURRENTLY

- Building AI Engineering skills and LLM-powered applications. Exploring agentic workflows and RAG systems with Frontier APIs.