

Alice Moh

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Objective

Hardworking and skilled computer scientist seeking a position in gameplay programming to continue building professional development skills.

Education

Georgia Institute of Technology, Atlanta, GA

August 2017 - December 2020

- Bachelor of Science in Computer Science, GPA 3.5
- Concentrations in Graphics Programming and Artificial Intelligence

Professional Experience

Georgia Tech Laboratory, Student Researcher, Atlanta, GA

May 2020 - August 2020

- Developed a Unity and Python flight simulator extensible to a variety of research questions, especially human and Machine Learning piloting.
- Architected a custom networking protocol utilizing TCP to optimize ML training.

Georgia Tech Research Institute, Student Research Assistant, Atlanta, GA

January 2020 - May 2020

- Researched applications of technologies designed to confer new capabilities upon legacy systems without software or hardware modifications.
- Collaborated with RF engineers to analyze antenna interference in Command and Control vehicles.

IBM Corporation, Extreme Blue Technical Intern, Durham, NC

May 2019 - August 2019

- Developed a scalable cloud-based service which utilizes a network of IoT sensors and machine learning to predict and prevent supply chain disruptions before they impact customers.
- Predicted to increase customer satisfaction and prevent millions in damages annually.
- 2nd place and People's Choice in the multinational Call for Code competition among over 600 competitors

Withum Digital, Development Intern, Bethesda, MD

June 2018 - August 2018

- Enhanced and maintained React SharePoint and Angular Ethereum Blockchain applications in an agile development environment. Created automated test systems where none existed.
- Managed expectations and shipped deliverables on time.

Skills

Proficient

Familiar

Languages: Java, C#, TypeScript, Python, HTML

C++, C, SASS / CSS, Javascript, Matlab

Technologies: React, Unity, Blender, Git

UE4, Node, Angular, Express, Flask, Android, Mongo

Skills: AWS, IBM Cloud, agile, 3D modeling / printing, cloud, microservices, AI, machine vision, linux

Projects

Mi So Madness Video Game, Developer, Atlanta, GA

August 2020 - December 2020

- Wrote networking and gameplay code for a multiplayer infinite runner video game, "Mi So Madness".
- Gained experience with UE4, blueprints, c++, and creating networked games.

Path to Harmony Video Game, Project Leader, Atlanta, GA

August 2018 - January 2019

- Led a 20-person team in the development of a polished video game, "Path to Harmony". Responsible for project management, architecture, coding, as well as game design, writing, art and sound direction.
- Gained project management, technical, and artistic leadership experience.
- Shown at DreamHack Atlanta 2019

Letters Mingle Souls, Atlanta, GA

January 2019 - December 2019

- Created a digital humanities archive that allows scholars to collaboratively search, organize, and annotate public domain works of literature.
- Developed project with a local researcher, learned to integrate the client into the development process.

Leadership

VGDev (Video Game Development Club), President, Atlanta, GA

August 2017 - December 2020

- Serving as speaker (president equivalent), responsible for organization, recruitment, and education
- Led the creation of four video games and contributed assets from a variety of disciplines to other games.

Scouting Leader, FIRST Robotics, Sterling, VA

August 2015 - May 2016

- Member of design and construction teams, organized and led the scouting team during competitions

Computer Science Teacher's Assistant, Purcellville, VA

August 2015 - May 2016

- Taught less experienced computer science students and guided them to greater understanding