

Alice Moh

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Professional Experience

- Unity, Engine Developer** — San Francisco, CA *February 2024 - Current*
- Expanding the capabilities of AR Foundation, Unity's AR toolkit, with user requested and partner contracted features like debug visualizers, real-world light estimation, and occlusion.
 - Designed a C# AR API available to 100k+ developers which enables more realistic shaders.
 - Coordinating with engineers across multiple hardware sub-teams to produce a consistent user experience.
 - Implementing the Unity engine API in C++ on the upcoming Google Android XR AR/VR headset.
- Prismatic Squid (Game Studio), Founder** — San Francisco, CA *July 2023 - Current*
- Founded an independent game studio, creating a mobile RTS targeting an underserved market niche.
 - Recruited and directed a creative team of contract artists and musicians to create game assets.
- Niantic, Gameplay Engineer** — San Francisco, CA *March 2021 - July 2023*
- Shipped Peridot, a cutting-edge AR mobile pet-sim game with millions of installs. Worked in a small team and focused on client development in Unity.
 - Implemented retention-critical features like social systems, questing, notifications, streaks, telemetry.
 - Generated > 20% DAU improvement via notification features.
 - Collaborated with internal and external partners to efficiently integrate a variety of services.
 - Constructed internal tooling used daily by animation, audio, and tech art teams to allow rapid iteration.
- Georgia Tech Research Institute, Researcher** — Atlanta, GA *January 2020 - August 2020*
- Developed an extensible Unity and Python flight simulator to answer ML piloting research questions.
 - Architected a custom networking protocol utilizing TCP to optimize ML training.
 - Researched applications of technologies designed to confer new capabilities upon legacy systems without modifications to existing software or hardware.
 - Collaborated with RF engineers to analyze antenna interference in Command and Control vehicles.

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
 - Served as president of the game development club. Responsible for organization, recruitment, and education. Grew the club despite pandemic restrictions and initiated organizational reforms which enabled the club's greater industry success than Georgia Tech's official game design program.

Skills

	Proficient	Familiar
Languages:	C#, C++, Java, Python, TypeScript	C, HLSL, Javascript, SASS / CSS, Matlab
Technologies:	Unity, AR, VR, Zenject, Git, React	UE4, BigQuery, Gradle, GCP, AWS, Node, Mongo
Skills:	Mobile, engine development, cloud, agile, microservices, AI, machine vision, Linux	

Projects

- Pengu Peril, Lead Developer**
- Led development of a Ludum Dare 50 entry. Placed top 1% in category, top 10% overall.
- Mi So Madness Video Game, Developer**
- Wrote networking and gameplay code for a multiplayer infinite runner video game, "Mi So Madness".
 - Gained experience with UE4, blueprints, C++, and creating real-time networked games.
- Path to Harmony Video Game, Project Leader**
- 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