

Alice Moh

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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

Niantic, Game Developer, San Francisco, CA

March 2021 - Present

- Creating a cutting-edge AR mobile pet-sim game in a small team, focusing on client development in Unity.
- Implementing retention-critical features like social systems, questing, notifications, streaks, telemetry.
- Collaborating with internal and external partners to efficiently integrate a variety of services
- Built native features where engine capabilities did not meet user needs.
- Constructed internal tooling used daily by animation, audio, and tech art teams to allow rapid iteration.

Georgia Tech Laboratory, 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, Research Assistant, Atlanta, GA

January 2020 - May 2020

- 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.

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

Skills

	Proficient	Familiar
Languages:	C#, Java, Python, TypeScript, HTML	C++, C, Javascript, SASS / CSS, Matlab
Technologies:	Unity, AR, Zenject, Git, React	UE4, BigQuery, Gradle, GCP, AWS, Node, Mongo
Skills:	Mobile dev, cloud, agile, microservices, AI, machine vision, linux, 3D modeling / printing	

Projects

Pengu Peril, Lead Developer, San Francisco, CA

April 2022

- Led development on a Ludum Dare 50 entry. Placed top 10% overall, top 1% in category.

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

- Served 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 game