Finneas Moser

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EXPERIENCE

App Academy Games for Change Game Development Project/Competition (January 2023–May 2023)
Primary Designer, Programmer, and Artist

- Conducted initial research and design thinking workshops with a team to develop a video game concept to submit for the national Games for Change challenge, under the theme of Positive Play. The game was a 2D co-op platformer game that…
- Developed a storyboard, game map, initial character art, for the game using design tool Figma and pixel art software Aseprite.
- Prepared and conducted play testing research with recruited target audience participants using methods such as input map testing, focus groups, and usability walkthroughs
- Developed the game in GDScript using industry game engine Godot, launching the final result on itch.io, and submitting it to the Games for Change challenge
- Demoed the final site to peers for feedback, through a 20 minute final presentation detailing the process
- Submitted the game to Games for Change, winning first place across the national championship.

2021 Winter AI Camp (12/27/2021 - 12/31/2021)
Participant

- Learned in an online program led by Stanford Ph.Ds aimed at teaching fundamental AI concepts utilizing Pandas and MatplotLib.
- Developed a neural network using Pandas and Jupyter Notebook to predict stock market trends using Kaggle datasets.
- Collaborated with peers to implement AI algorithms, fostering an environment of shared learning and innovation.

LinkedIn Learning Producer Hackathon (3/30/2023)
Programmer and Project Lead

- Participated in LinkedIn Learning's Producer Hackathon, programmed and designed 'Click Me!', a program leveraging Neural Networks for classifying overlaid frames in courses and gathering metadata for UI elements
- Collaborated effectively with a team of LinkedIn Producers, demonstrating strong programming skills and clear communication.

- Secured top-voted presentation, highlighting proficiency in project management, programming, and public speaking.

Math Field Day Competition (4/14/2022)
Competitor

- As a team member for Sierra Madre Middle School's, I helped our 8th-grade team win a victory in the Math Field Day Competition at Marshall Fundamental School.
- Demonstrated skills in mathematics, problem-solving, and teamwork, contributing to the team's first-place win.

EDUCATION

Pasadena High School

- **App Academy**
  Computer Science & Technology Program
- **Math Academy**
  Accelerated Math Course

Notable Coursework:

- Web Development II
- AP Computer Science Principles
- AP Physics 1
- Abstract/Discrete Algebra

SKILLS

- Proficient in JavaScript, Python, HTML, CSS, and GLSL
- 2 years of coursework in Web Development and Python programming
- Experienced with the Godot game engine (1 year) and GMS2 game engine (4 years)