

Marcus Moser

16 Amherst Avenue
Ticonderoga, NY 12883

10 Clarkson Avenue
Potsdam, NY 13699



moserm@clarkson.edu
madmoserman@gmail.com



518-586-0225



<https://www.linkedin.com/in/marcus-moser-805401137/>

Experiences

3D Modeling and Imagery Teaching Assistant (2018)

I was a teaching assistant for Clarkson Universities' DA200 and DA300 classes which taught the basics of 3D imagery and design as well as more intermediate tasks such as character modeling and rigging.

Clarkson University Research NEH Discovery Grant (2018)

I incorporated the Occipital Bridge to Clarkson's campus using GPS tracking. This project utilized Unity as well as Autodesk Maya to create a large scale monument scene with could be displayed using Augmented Reality with the users cellphone and the Occipital Bridge headset.

Middlebury College Facility Services (2018)

A simple landscaping position where I mowed grass, weedwhacked plants as well as other basic manual labor tasks.

COMCAST Technology Internship (2017)

Worked with the Asset Management department as well as the Information Technology department. I problem solved employee software and hardware when they had issues as well as issued out new equipment through the asset management department.

Fort Ticonderoga Historical Interpreter (2009-2016)

Worked as an 18th Century historical interpreter as well as the Fife and Drum Corps. Ended in 2016.

Activities

Clarkson University Silver Wings (2016-2019)

A leadership club in accordance with ROTC which involves a lot of community service and volunteer work. We traveled around to different sites fundraising for local assistance relief agencies.

Clarkson University Pi Day (2017, 2018)

A local community event on campus which introduced local students to the wonders and possibilities which derive from mathematics. We had numerous tables which hold games as well as other activities to teach these local students in a variety of ways.

Clarkson University Club Football

The Club Football team traveled to other schools around upstate New York to challenge one another in a friendly competition. We raised a lot of our own money for the events along with some school funding.

Clarkson University Relay for Life (2016, 2017, 2018)

My fraternity and I raised money and participated in a variety of events and activities to support cancer research.

Up 'Till Dawn (2017, 2018)

This was an event run St. Jude's Childrens Hospital. The event was an all night event similar to Relay for Life. Participants volunteered in numerous activities which helped raise money and awareness for the children of St. Jude's Hospital.

Projects

NEH Discovery Grant- Augmented Monuments (2018)

This project was done as part of the research I completed for Clarkson University. I created a large-scale scene within Unity using Maya assets and models which I constructed. Following the environment creation I created several scripts and game objects to go along with these scripts so the project and scene worked as intended. The entire scene was brought into Xcode to be exported as an iPhone application for use with the Occipital Bridge headset.

DEC Hudson River Project (2018-2019)

For this project I worked as a part of a team of artists, students and other people who each had different responsibilities. My responsibilities were to create game object assets in Autodesk Maya and import them into Unity. Following this I created scripts which correlated with the intended game objects so they worked properly. More specifically I created the environment of the scene as well as diatom models which flowed in a physics based system. I also created fish models which took data from .csv files and played different animations and reacted accordingly to the data that was read.

Awards

Clarkson University Leadership Award (2015-2019)

Eagle Scout Rank, Boy Scouts of America Troop 6072 (2015)

Masonic Leadership & Service Medal (2016)

Education

2015-2019

Major: Digital Sciences & Arts BS

Minor: Mathematics

Clarkson University

2011-2015

Advanced Regents Diploma with Honors

Ticonderoga Senior High School

Skills & Abilities

Autodesk: Maya
Mudbox

Adobe: Photoshop
AfterEffects
Illustrator
XD
InDesign

Languages: C++
C#
javascript
html
css

Other: Xcode
Sketch
Unity
Tableau