(720)343-9436

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1760 Akaakoa St
Kailua, HI 96734

James Moyer

Unity Developer

SKILLS

- Strong experience working with Unity 3D for simulation, entertainment, and educational applications
- Vast knowledge of AR/VR, AI/Pathfinding, Networking, Physics, Animation/Timelines, Post-processing, Render Pipelines, Particles, and Shaders
- iOS/Android and WebGL savvy, with extensive experience in native android plugin development.
- Team-oriented and proven self-sufficient worker capable of efficiently prioritizing and managing multiple tasks with little to no supervision or instruction.
- Experienced at working in high-stress environments while maintaining effective communication
- Proficiencies at C#, Java, JavaScript, HTML/CSS, HLSL/GLSL

RELEVANT EXPERIENCE

Unity Software Engineer - *Humulo Engineering LLC*   Aug 2018-Present
Annapolis, MD (remote)
- Currently working as a software engineer for Humulo Engineering LLC creating educational applications for Department of Interior
- Experience gained in SCRUM and AGILE development environments
- Coordinated with client and management to ensure weekly goals were met and were in alignment with project goals
- Worked with plugin and library optimization to ensure a true hybrid WebGL app

Full-stack Unity Engineer - *Maxine Rose Schur*   Aug 2018 - Jan 2019
San Francisco, CA (remote)
- Worked with award winning children's book author to create children's toy using a combination of Android and Unity3D
- Created and animated interactive 3D model from client specifications, with custom VFX such as particles, shaders, and cloth
- Integrated lip-syncing plugin with provided voice clips to speak convincingly to user
- Developed a native plugin that allowed user to interact with app via swipe controls, device accelerometer, or through a control button plugged into the headphone jack

Freelance Unity Developer - *Self*   May 2013 - Present
Kailua, HI
- Currently working as a software developer, focused on AR/VR, Data Visualization, and Mobile development.
- Strong working knowledge of the Unity Game Engine and plugins, focused on creating reactive designs with clean and functional code.
- Well-rounded experience working across multiple platforms and operating systems, integrating into existing code and libraries with ease.
- Capable and self-sufficient worker capable of conducting tasks with little to no supervision.

EDUCATION

George Mason University - Fairfax, VA   Aug. 2007 - May 2014
B.A. in Tech Theater, minor in Computer Game Design

Osan American High School - Songtan, Gyeonggi Province, South Korea   Aug. 2003 - May 2007
Graduated with honors, Lt. Col. Cdt. in Jr. ROTC
NHS/NJHS

References upon request