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ANDREW MORAN
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7842 E. Plaza Ave.
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EDUCATION

Massachusetts Institute of Technology

Cambridge, MA

M.Eng in Electrical Engineering & Computer Science — GPA: 5.0/5.0 — February 2016

- Concentration: Computer Graphics & Human-Computer Interfaces
- Harvard University: (Cross-Registration) Visualization, (Audit) Intro to Maya, User Experience Engineering

B.Sc in Electrical Engineering & Computer Science — GPA: 4.5/5.0 — June 2014

- Coursework: Computer Vision, Intelligent Multimodal User Interfaces, Computer Graphics, Algorithms, Machine Learning, Software Construction, Artificial Intelligence, Digital & Computational Photography, User Interface Design, Computer System Engineering, Linear Algebra, Math for Computer Science

EXPERIENCE/DELIVERABLES

UploadVR

San Francisco, CA

VR Academy Unity Developer – Graduate from inaugural UploadVR & Make School VR Academy

Jun'16 – Aug'16

- Gained best design & coding practices for VR development and its practical applications for industry

Arges, Inc.

Santiago, Chile

Chief Technology Officer – Start-Up Chile Generation '14 Recipient

Oct'15 – Jul'16

- Improved local Air Traffic Control management via Android ODG R-7 Smartglasses mobile development

MIT Lincoln Laboratory

Lexington, MA

Research Assistant – Demos at IEEE HPEC & Big Data Initiative @ CSAIL, Best Student Paper Finalist

Jan'14 – Feb'16

- M.Eng Thesis in Big Data Visual Analytics utilizing Twitter API, Oculus Rift SDK & Leap Motion SDK
- Enhanced Cyber Security Situational Awareness networked visualization tool for mobile via Unity3D

Grasshopper, NYC

New York City, NY

Software & Game Development Intern – Appearance at NYU Game Center & Global Game Jam 2013

Jan'13 – Feb'13

- Created circular touch top table game via Unity3D to promote meaningful social interaction for Indie devs

Systems Engineering Advancement Research initiative (SEARI)

Cambridge, MA

Lead Programmer/Game Engineer – Final Presentations at MIT GAMBIT Game Lab, Research Summit '11

Jun'11 – Feb'12

- Organized code development, promoted theoretical implications of gamification & learning effectiveness

LATEST PROJECTS

Found – Oculus Launch Pad Scholarship Winner | Demos @ UploadVR Collective & SVVR | Available on Steam Jul'16 – Present

- Technical Director of interactive narrative film in virtual reality utilizing Unity3D, HTC Vive, and SteamVR
- Game programming and development lead of mechanics, user interaction, and UI/UX engineering

HoloLens HoloHacks 2016 Boston – First Prize for Best Design

Jun'16 – Jul'16

- HoloLens Tower Defense Game for hospitalized kids to visualize their immune system in augmented reality

3D Reconstruction from Multi-View Stereo (MVS) – Extension of Computer Vision Final Project

Nov'14 – Feb'15

- Visualization of MVS Pipeline and related algorithms in virtual reality via Oculus Rift SDK, Unity3D, Python

iOS Game Design Competition – One Man Team, Final Round Candidate

Jan'14 – Feb'14

- Exercised game development & coding practice on iOS devices via Objective-C, SpriteBuilder, Xcode

LEADERSHIP/CERTIFICATIONS

MIT Media Lab – Mentor | Reality, Virtually, Hackathon

Sept'16 – Oct'16

Unity Technologies – Unity Certified Developer | License 20167UCD837

Aug'16 – Aug'18

ACM SIGGRAPH – SIGGRAPH Membership | License 0457047

May'16 – May'17

Virtual Chile – Founding Director of Technology & Content | Hosted Unity3D and Vuforia AR Workshop

Jan'16 – May'16

SKILLS/INTERESTS

Languages: C# (~5 years), Java (~4 years), Python (~3 years), C++ (~2 years), MATLAB (~2 years), Objective-C (~1 years)
Tools/Engines: HTML/CSS (~2 years), JavaScript/JQuery (~2 years), D3.js (~1 years), OpenGL (~1 years), OpenCV (~1 years)
Academic: Unreal 4, Unity3D (~4 yrs.), Oculus Rift SDK (~2 yrs.), Leap Motion SDK (~1 yrs.), HTC Vive, Maya, Blender
Extracurricular: Virtual/Augmented/Mixed Reality, ACM SIGGRAPH, IEEE, Game Development, Graphical User Interfaces
Visual Arts, Computer Animation, Strategic Games Society, Relay For Life, UPOP, FSILG, Theta Chi Fraternity