andrewmo@alum.mit.edu
(609) 412-3599

ANDREW MORAN
www.andrewmoran.me

182 Howard St. Ste. 307
San Francisco, CA 94105

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 & Design, Computer Graphics, Linear
  Algebra, Machine Learning, Software Construction, Artificial Intelligence, Math for Computer Science

EXPERIENCE/DELIVERABLES

Magic Leap   **Plantation, FL**
Software Development Engineer – Speaker @ GDC AI Summit 2019, HQ Pilot Game Jam Winner   *Sept'17 – Present*
► Lead programmer within Studios; Unity3D content creation & prototype engineering on Magic Leap One
► Imported external libraries and optimized C++ code targeting mobile to reduce memory/performance costs
► Integrated internal persistence API, privilege management, automation/performance testing for production
► Extended frameworks for character AI utilities, PhysX locomotion agent authoring, UI/UX interaction

Syndikit Studios LLC   **San Francisco, CA**
Co–Founder – Instructor for VR Development for Unity @ UploadVR Collective   *Dec'16 – Present*
► Full-stack VR/AR/MR development & design; 3D/2D rapid prototyping, multi-platform deployment
► Expert Unity3D curriculum design & instruction; third-party desktop/mobile demos w/ ARCore, ARKit

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
► Lead architect & Unity3D engineer for integrating real-time flight simulation, field testing & on-site demos

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   *Summers'12 –'15*
► Enhanced Cyber Security Situational Awareness networked visualization tool for iOS mobile via Unity3D

LATEST PROJECTS

Create – *Magic Leap One Launch Title | AWE 2019 Auggie Award – Best Game & Toy*   *Aug'18 – Present*
► Gameplay programming and implementation of character AI, physics, UI/UX; available on Magic Leap One
► Headed Unity3D development of game AI mechanics, animation/VFX pipeline, 3D user interface interaction

Alphabet Pictionary – *Amazon Sumerian AR/VR Challenge Participant*   *Dec'18 – Jan'19*
► Virtual teaching host AI w/ gesture & voice (Amazon Polly), 3D models (Google Poly) via ARCore, ARKit

Found – *Oculus Launch Pad Scholarship Winner | Cinequest VR Best Motion Picture – Fantasy & Sci-Fi* *Jul'16 – Dec'16*
► Technical Director of interactive VR film built with Unity3D; now available on Oculus, Viveport and Steam

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

LEADERSHIP/CERTIFICATIONS

GDC AI Summit – *Speaker | Magic Leap – Enhancing Game Experiences with Character AI*   *Mar'19*
Unity Technologies – *Unity Certified Developer | License 20167UCD837*   *Aug'16 – Present*
Udemy – *The Unreal Engine Developer Course – Learn C++ & Make Games | License UC-T4ZRC0XM*   *Oct'16 – Present*
MIT Media Lab – *Mentor, Judge | Reality, Virtually, Hackathon*   *Sept'16 – Oct'16*
Virtual Chile – *Founding Director of Technology & Content | Hosted Unity3D and Vuforia AR Workshop* *Jan'16 – May'16*

SKILLS/INTERESTS

Languages:	C# (~7 yrs.), C++, Java (~5 yrs.), Python (~4 years), JavaScript/JQuery (~3 years), HTML/CSS (~3 years) Objective-C, Swift (~2 years), D3.js (~2 years), OpenGL, OpenCV (~1 years), WebVR/WebXR (~1 years)
Tools/Engines:	Unity3D, Unreal 4 (~7 yrs.), Maya, Blender (~1 years), Photoshop, Illustrator (~1 years), ARCore, ARKit
Hacked Devices:	HTC Vive, Oculus Rift, Leap Motion, Project Tango, ODG R-7, Microsoft HoloLens, Magic Leap One
Professional:	Virtual/Augmented/Mixed Reality, Game Development, Computer Animation, UI/UX, ACM SIGGRAPH