Cameron Moore

Contact

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🔗 cammoore1.github.io

Education

M.S. in Computer Science and Applications

Virginia Tech

2020-2022

Magna Cum Laude (3.77 GPA)

B.S. in Computer Science

Virginia Tech

2017-2020

Magna Cum Laude (3.70 GPA)

Languages / Technologies

C / C++

C#

    Unity

        AR Foundation

        XR Interaction Toolkit

Docker

HTML / CSS

Git

JavaScript / TypeScript

    Angular

    Electron

    Node.js

    React

    Vue.js

MongoDB

Java

Python

R

Employment History

06 / 2019 – 08 / 2019

Intern

Hughes Network Systems, Germantown, Maryland

- Researched and developed a recommendation report on Salesforce apps which led to the successful adoption of one.
- Developed a Python tool in collaboration with another intern for exporting XML files from Atlassian Confluence.
- Assisted in managing and setting up DNS settings for DMARC and DKIM for company email.
- Explored and assessed the capabilities of a potential tool, Functionize, for automated regression testing of website functionality.

08 / 2019 – 07 / 2020

Undergraduate Teaching Assistant

Virginia Tech, Blacksburg, Virginia

- Taught and tutored students for Intro to Human-Computer Interaction.
- Provided coaching for major group projects about design techniques in HCI.
- Assisted with in-class activities and graded assignments.

08 / 2020 – 05 / 2021

Graduate Teaching Assistant

Virginia Tech, Blacksburg, Virginia

- Taught and tutored students for Cloud Software Development.
- Assisted students with class assignments involving Angular, Node.js, and MongoDB.
- Developed Python-based tools for setting up and assisting in grading student assignments.

02 / 2022 – 09 / 2022

Research Assistant

Virginia Tech, Blacksburg, Virginia

- Developed a Virtual Reality application for teaching medical students operating room procedures and equipment.
- Used the Unity Real-Time Development Platform to create the experience and add in support for viewing information about equipment in a 360° environment.
- Added support for 360° video of surgeries to show medical students examples of what goes on in the operating room environment.
- Built the application for both the Meta Quest 2 and the VIVE Focus 3 using the Oculus Unity SDK and the VIVE Wave Unity SDK.

Projects / Research

Virtual Reality Locomotion Techniques

- Explored and implemented ten different locomotion techniques for examination of their use in virtual reality games as part of my thesis for my master's degree.

Space Office Game

- Collaborated with others to create a Unity-based game where a player must sneakily recover items from Aliens in an Office setting.