Daniel Moore

MakeItDoAThing.com
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Objective

TO DISRUPT AND SHAPE POPULAR CULTURE THROUGH MEDIATED EXPERIENCES AND THE CREATION OF MEDIA WORTH SHARING… FOR THE PURPOSE WORLD DOMINATION.

Education

MASTERS OF TANGIBLE INTERACTION DESIGN | MAY 2017 | CARNEGIE MELLON UNIVERSITY

Game Design, Interaction Design, Virtual Reality Design, Robot-Human Interaction

COMPUTER ENGINEERING | 2006 – 2008 |ROCHESTER INSTITUTE OF TECHNOLOGY

Embedded Systems Design and Engineering

Skills & Abilities

LIBRARIES && LANGUAGES

- C, C++, C#, and Java and Android
- openFrameworks, Cinder, Processing, Node.JS, openGL, GLSL, and ANGLE
- Game Engines: Unity 3D, Unreal Engine
- CINEMA 4D

OPENSOURCE PROJECTS

- openFrameworks
- Cinder
- ofxRobotArm, ofxURDriver, and other openFrameworks addons
- Github user: danzeeeman

Experience

RESEARCHER | THE FRANK-RATCHYE STUDIO FOR CREATIVE INQUIRY AT CARNEGIE MELLON UNIVERSITY | JUNE 2016 – PRESENT

At the Frank-Ratchye Studio for Creative Inquiry, I worked as a researcher Golan Levin. I was initially tasked with adding support for the Microsoft HoloLens to the creative development library Cinder. I assisted Golan Levin with his Ghost Pole Propagator installation at Day for Night 2016. I was also tasked with supporting the Artist-in-Residency of Design I/O and Kyle McDonald. Each of their projects involved interfacing with the STUDIO's UR5 and the software package developed by Madeline Gannon and myself.

FREELANCE CREATIVE DEVELOPER AND DIRECTOR | JANUARY 2015 – PRESENT

As a freelance creative developer, creative director, and technical directory I have contributed to projects ranging from one-off installations, super-secret research and development projects, to long term art installations. I have freelanced for the following: TEAGE, YesYesNo, Design I/O, Kyle McDonald, Google Creative Lab, Specular Studio, Edelman PR, and my previous fulltime employer Fake Love

LEAD CREATIVE VISUALIST | FAKE LOVE | JULY 2013 – JANUARY 2015

As a Lead Creative Visualist, I was tasked with leading a team of talented fulltime and freelance creative developers to create award winning interactive installations for Acura, Lexus, Google, YouTube, Abbott, Master Dynamic, and many more. While at Fake Love, I contributed to several projects that have won many advertising industry awards including CANNES' Lions and ADC awards.

LEAD ANDROID PRODUCT DEVELOPER | EACHSCAPE INC | JANUARY 2012- JULY 2013

At EachScape, I was tasked as the lead product developer for the Android platform for the EachScape Builder. The EachScape Builder is a web-based drag and drop what-you-see-is-what-you-get mobile app development platform. I built and designed components for the Builder based on client needs and user feedback. Internally, we used the platform to build award-winning apps for NBC Universal, E Entertainment, Clear Channel, Fox News, Little Brownie Bakers and the American Girl Scouts, and many more.

EMBEDDED SYSTEM ENGINEER | VTILT DIGITAL | JUNE 2010- OCTOBER 2011

At VTilt Digital, I was tasked with several projects surrounding the Sigma-Designs' SMP58XX MIPS-processor chipset. I was tasked with working on research and development and feasibility studies of using Android on Sigma-Designs' hardware. I was tasked with building and developing Sigma Designs' DLNA Certified Android Framework and JNI Library for 3rd party developers to use. I was also tasked with implementing and porting Minerva Technologies' IPTV client to Sigma Designs SimpleAPI.

Professional and Personal References

Golan Levin | golan@flong.com | Master's thesis advisor and Director of the Frank-Ratchye Studio for Creative Inquiry
Blair Neal | blair@fakelove.tv | former co-worker, collaborator, and friend
Layne Braunstein | layne@fakelove.tv | former boss
Kyle McDonald | kyle@kylemcdonald.net | collaborator and friend
Theo Watson | theo@theowatson.com | collaborator, friend, and sometimes boss
Zach Lieberman | zach@yesyesno.com | collaborator, friend, and sometimes boss