Joseph Moon

Computer Science Graduate

EDUCATION

University of California, Berkeley

Aug 2017 - May 2018

- M.E. in Electrical Engineering and Computer Science
- GPA: 3.6

University of Texas at Austin

Aug 2012 - Dec 2016

- B.S. in Petroleum Engineering
- Minor in Computer Science
- GPA: 3.7

EXPERIENCE

Software Developer — *Iconoir*

Aug 2017 - Dec 2017

- Developed a native Android user interface app
- Created a novel system of asynchronous inter-process communication for non-rooted devices

Research Intern — *University of Texas at Austin*

May 2015 - Dec 2016

- Conducted finite element surface water simulations on the TACC supercomputing cluster

Research Assistant — *University of Texas at Austin*

May 2014 - Aug 2014

- Developed flow models for underground gravity drainage of reservoirs

SELECTED PROJECTS

Shader-Based 2D Raytracing (Javascript, WebGL, GLSL)
Parallel Algorithm for Minesweeper (Python, Javascript, MPI)
Sketch Reconstruction using Variational Autoencoders (TensorFlow)
Interactive Machine Learning (TensorFlow)
Fast Text Bubble Renderer (C++)

PORTFOLIO

joemoon.me

SOCIAL

github.com/jmoon1506
linkedin.com/in/josephymoon

CONTACT

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SKILLS

C++
Python
Java, Android
Javascript, HTML/CSS
TensorFlow
WebGL, OpenGL, GLSL
OpenMP, MPI, CUDA
SQL

COURSEWORK

Parallel Computing, Graphics, Machine Learning, User Interfaces, Databases, Linear Algebra, Discrete Math, Data Structures, Advanced Calculus, Reservoir Simulation