

# 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

<https://joemoon.me>

## SOCIAL

[github.com/jmoon1506](https://github.com/jmoon1506)

[linkedin.com/in/josephymoon](https://www.linkedin.com/in/josephymoon)

## CONTACT

[jmoon1506@gmail.com](mailto:jmoon1506@gmail.com)

## SKILLS

C++

Python

Java, Android

Javascript, HTML/CSS

TensorFlow

WebGL, OpenGL, GLSL

OpenMP, MPI, CUDA

SQL, MongoDB, Hadoop

## COURSEWORK

Parallel Computing

Graphics

Machine Learning

User Interfaces

Databases

Linear Algebra

Discrete Math

Data Structures

Advanced Calculus

Numerical Analysis

Reservoir Simulation

Geostatistics