MARCOS MORAN

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in /in/marcosdmoran-leeds/



ABOUT ME

I am a multidisciplinary creative with a passion for delivering high-quality interactive experiences.

I pride myself on my versatility and my ability to learn new technologies very quickly, whilst also thinking creatively outside the box.

I am interested in everything the world of art + technology has to offer, and all the parts of the process including UX, Interaction Design, Computer Graphics, and Motion Design.



EDUCATION

> BSC COMPUTER SCIENCE -FIRST CLASS HONOURS

University of Hertfordshire Sept 2014 - Jul 2018

> VIDEO GAME DESIGN AND DEVELOPMENT

TecnoCampus

Sept 2016 - Jul 2017



EXPERIENCE

CREATIVE SOFTWARE DEVELOPER

Antiloop Studios

Managed the development of robust interactive creative experiences. Researched new technologies, handled approach methods and UX design

Projects I have worked on:

VR 360 videos.

Augmented Reality WEBGL applications.

Virtual Reality Feature Film.

Instagram Filter Creation.

Microsoft Kinect based applications.

> FREELANCE CONTENT CREATOR

Designed and developed creative online content for customers from all over the world. These include:

Websites, Music Videos, Instagram/Facebook Adverts.

SKILLS

AR / VR DEVELOPMENT

JAVASCRIPT/ THREE.JS

C# / UNITY

HTML/ CSS

ADOBE AFTER EFFECTS

ADOBE PHOTOSHOP

SPARK AR

CINEMA 4D

ACHIEVEMENTS

Gordon Brand Prize: Highest Overall UX Grade.

Best Overall Final Year Project: "SoundScape" an audio-reactive Java based game.

Represented Antiloop at Sonar+D 2020.