

# Daniel Moreno

Software Engineer and Product Designer

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## Education

University of Pennsylvania Philadelphia, PA

Aug 2014 - May 2018

The Jerome Fisher Program in Management & Technology (3.4/4.0)

Bachelor of Science in Economics - Management (The Wharton School)

Bachelor of Science in Engineering - Computer Science (Penn Engineering)

Courses: Machine Learning, Product Design, Organizational Behavior, Mgmt. of Technology, Operating Sys.

## Employment

Snap Inc. Venice, CA

May - Aug 2017

Software Engineering Intern on the Camera Platform team

Built multiple interactive augmented reality lenses that use computer vision, SLAM, image segmentation and natural feature tracking technologies

Contributed to various graphics engine products that power augmented reality lens creation and integrated new features to the Snapchat application

Enclave Design Philadelphia, PA

May 2017 - present

Co-founder and Head of Design

Worked with small and medium businesses and other clients as freelance web, mobile and brand designers  
Client work ranging from redesigning web and mobile pages, to offering brand consulting and e-commerce solutions

Facebook Menlo Park, CA

May - Aug 2016

Applied Machine Learning Intern on the AI Demos team

Developed a variety of iOS prototypes for new mobile interactions that leveraged computer vision, artificial intelligence and augmented reality technologies in Objective-C with C++ backends

Built a real-time facial expression analysis engine based on state of the art facial landmark recognition

Worked in conjunction with Facebook AI Research (FAIR) to design and train machine learning models

Facebook Menlo Park, CA

June - Aug 2015

Software Engineering Intern through Facebook University for Engineering

Developed SixDegrees, an iOS application that connects users with two degrees of separation based on mutual interests and distance during a freshman year internship

Designed and developed the entire front-end of the application including the UI, interaction models and branding in Objective-C with a Parse backend.

## Side Projects

imo: iMessage application that lets users reply to messages through emoji by using their facial expressions

LazyDonor: Google Chrome extension that allows users to block websites to increase their productivity, but lets them temporarily unblock them by donating to a charity of choice

Pupper: webapp that uses artificial emotional intelligence to recommend breeds of puppies to adopt

Optical Flow Soccer: an iOS game that lets users juggle an augmented reality soccer ball by moving their arms and legs in front of an iPad

Game of Votes: Google Chrome extension that swaps out names of political figures for Game of Thrones characters and locations

## Leadership Experience

NavTalent: campus director at Penn for recruiting startup that places new grads at world-class startups

Phi Gamma Delta: recruitment chair for the 2016-2017 academic year

The Dining Philosophers: leader of hacking & learning and social committees of Penn's CS club

## Skills & Information

Objective-C, Java, C++, Python, JavaScript, Git, Adobe Illustrator & Photoshop, Sketch, Blender, Unity

Native Spanish Speaker, fluent in English

Interests: Human-Computer Interaction, Augmented Reality, Film, Artificial Emotional Intelligence, Star Wars, Typography, Product Design