

MOIZ MERCHANT

CAPTAIN OF A STARSHIP

PROFESSIONAL PROFILE

A talented programmer with a comprehensive background in software and technology. Can pick up and use new languages, tools, and software applications with ease. A dedicated team member with a passion for the entertainment industry.

EXPERIENCE

Captain • Electronic Dreams

2012 – Present

Consultant specializing in visual effects pipelines, games, and mobile development. Variety of experiences in multiple industries allows for envisioning unique and tantalizing solutions to problems.

- **Silicon Valley Bank** – Engage in developing cutting edge fin-tech APIs enabling management of financial instruments (clojure). Supplement existing APIs with book and wire transfers. Counsel junior engineers on best practices and functional techniques. Vet potential engineering recruits.
- **WellGauge** – Principle in charge of architecting a web portal for a new age well monitoring device (Javascript, less). Supervise the backend team, work tightly with the designer, weaving the two together to materialize a fluid experience for both home owners and well professionals.
- **SFMTA** – Brought on to rescue an over-budget and mismanaged project (C/C++, Bash). Responsible for engineering low level Lantronix modules allowing specialized hardware to communicate status and faults over a network using the Simple Network Management Protocol. Promote standards and versioning to help manage over a dozen deliverables.
- **LoomAi (YC16)** – Member of the initial team ushering the 3D avatar concept to life for Y-Combinator demo day (C#, Python). Accountable for establishing the preliminary Unity framework supporting both iOS and Android, including shaders, geometry algorithms, and user interface. Assist in the overall architecture of the platform. Advise in best practices resulting in swift development with robust and flexible code. Setup infrastructure using Docker and Kubernetes.
- **The Foundry** – Drive core back-end infrastructural cleanup and optimization on FLIX (C/C++, Python, Bash). Mentor junior engineers in software development practices. Advocate efficient processes which result in streamlined progress. Responsible for actualizing a GStreamer plugin allowing decoding of DNxHD frames coupled with a GStreamer app enabling methodical extraction of specified frames out of a video, supporting Linux/Mac/Windows.
- **ScanlineVFX** – Collaborate closely with the Crowd Department to design and implement a front to back pipeline integrating Massive, Maya, and 3D Studio Max (C/C++, Python, OpenMaya, MaxScript). Includes export plugins and file parsers for Massive, import and management scripts for Max, workflow scripts in Maya, and miscellaneous crowd and motion capture tools.
- **ExactDrive** – Consultant brought in to assimilate automation of self serving advertising platform (PHP, JavaScript, Zend). Oversee integration of external API's including AppNexus, HubSpot, and Stripe. Install robust processes such as usage of Vagrant for virtual machine management, GitHub for source code revision and issue management, Bootstrap for clean user interface presentation. Occasionally guest blog with a focus on the advertisement industry.

Space Cowboy • Talenthouse

2015 – 2016

Senior full stack code wrangler at the helm of a well oiled Open Source Creative agency (Scala, Javascript, Less, Html). Work tightly with Project Manager and Development Director to realize the vision of the platform, keen on picking out details during UI design/implementation as well as backend architecting. Significant amount of work is done remotely and while traveling, using tools such as Github, Slack, and Trello to keep communication channels open. Core stack consists of Play, Slick, React, Angular, Postgres, and Redis.

Mage of High Sorcery • The Foundry**2013 – 2013**

Senior engineer entrusted with rejuvenating Sony's in-house studio storyboarding tool FLIX into a production grade powerhouse. (C/C++, Python, Flex) Strong focus on cleaning up the back-end code, adding code style, streamlining code organization, all the while supporting Linux/Mac/Windows.

Weapons Master • TikTok**2011 – 2012**

Technical co-founder accountable for architecting and implementing a mobile deal delivery platform. (Obj-C, Java). Focus on client side development of iPhone/Android consumer app. Oversee development of design and direction delivered by marketing team. Resolve miscellaneous technical infrastructure tasks.

Cyber Ninja • Videro**2011 – 2011**

Initial engineer hired at the US branch, brought on to re-invigorate the existing tools and content creation/publishing pipeline (Obj-C, Python, Ruby, Bash). Work closely with project management and customers to create requirements and establish time lines. Mentor fellow engineers in efficient processes and work flows. Provide technical support and guidance to content partners.

Crowds/Massive TD • Kung Fu Panda: The Kaboom of Doom • Dreamworks Animation**2009 – 2011****Crowds/Massive TD • Kung Fu Panda: Holiday Special • Dreamworks Animation****2009 – 2010**

Sole engineer accountable for developing, maintaining, and supporting the crowds pipeline across a feature film and TV special (C/C++, Python, Tcsh, OpenGL, Massive API, Dreamworks APIs). Cultivate a close relationship with the crowd artists/developers, enabling the evolution of highly productive toolsets.

Surfacing TD • Scared Shrekless • Dreamworks Animation**2009 – 2009****Animation TD • MvA: Mutant Pumpkins from Outer Space • Dreamworks Animation****2008 – 2009****Animation TD • MvA: Bob's Big Break • Dreamworks Animation****2008 – 2009****Gameplay Programmer • Ratchet and Clank: Quest for Booty • Insomniac Games****2007 – 2008****Gameplay Programmer • Ratchet and Clank: Tools of Destruction • Insomniac Games****2006 – 2007**

Principal programmer on a Playstation 3 title (C/C++, Lua, Bash). Develop and maintain ~70% of gameplay code base; including hero, enemies, bosses, allies, environment. Collaborate with design, animation, audio, environment, and production to implement new features/systems for the game. Exclusively responsible for delivering a number of core software features, maintaining art assets, and organizing animation data.

Software Engineer • Superman Returns • Electronic Arts - Tiburon**2005 – 2006**

Core developer on ZOD, a proprietary content authoring and asset management tool for Superman Returns (C/C++, C#, Maya API, Mel, SQL, proprietary APIs). Provided the development team of designers, artists, and engineers with the processes and tools required for their individual workflows, such as the content creation tools, asset conditioning pipelines for multiple consoles, and ISO generation systems. Participated in the initial design and architecture sessions during pre-production. Major responsibilities also included tool support, deployment, and documentation.

Programmer • Ticketcity.com**2004 – 2005****TECHNICAL SKILLS**

- Languages: C/C++, Obj-C, C#, clojure, Scala, Java, Python, Ruby, PHP, Bash/Tcsh, SQL, JavaScript
- Platforms/Consoles: Windows, Linux, OSX, PS3, Xbox360, iPhone, Android