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ANDREW MORAN
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EDUCATION

Massachusetts Institute of Technology

Cambridge, MA

M.Eng in Electrical Engineering & Computer Science — GPA: 5.0/5.0 — February 2016

- Concentration: Computer Graphics & Human-Computer Interfaces
- Harvard University: (Cross-Registration) Visualization, (Audit) Intro to Maya, User Experience Engineering

B.Sc in Electrical Engineering & Computer Science — GPA: 4.5/5.0 — June 2014

- Coursework: Computer Vision, Intelligent Multimodal User Interfaces & Design, Computer Graphics, Linear Algebra, Machine Learning, Software Construction, Artificial Intelligence, Math for Computer Science

EXPERIENCE/DELIVERABLES

Magic Leap

Plantation, FL

Software Development Engineer – Speaker @ GDC AI Summit 2019, HQ Pilot Game Jam Winner

Sept'17 – Present

- Lead programmer within Studios; Unity3D content creation & prototype engineering on Magic Leap One
- Integrated internal persistence API, privilege management, automation/performance testing for production
- Extended frameworks for character AI utilities, PhysX locomotion agent authoring, UI/UX interaction
- Tech & design lead of HQ Game Jam "Ball-In-A-Maze" MR adaptation; published on internal app store

Syndikit Studios LLC

San Francisco, CA

Co-Founder – Instructor for VR Development for Unity @ UploadVR Collective

Dec'16 – Present

- Full-stack VR/AR/MR development & design; 3D/2D rapid prototyping, multi-platform deployment
- Expert Unity3D curriculum design & instruction; third-party desktop/mobile demos w/ ARCore, ARKit

Arges, Inc.

Santiago, Chile

Chief Technology Officer – Start-Up Chile Generation '14 Recipient

Oct'15 – Jul'16

- Improved local Air Traffic Control management via Android ODG R-7 Smartglasses mobile development
- Lead architect & Unity3D engineer for integrating real-time flight simulation, field testing & on-site demos

MIT Lincoln Laboratory

Lexington, MA

Research Assistant – Demos at IEEE HPEC & Big Data Initiative @ CSAIL, Best Student Paper Finalist

Jan'14 – Feb'16

- M.Eng Thesis in Big Data Visual Analytics utilizing Twitter API, Oculus Rift SDK & Leap Motion SDK
- Enhanced Cyber Security Situational Awareness networked visualization tool for iOS mobile via Unity3D

LATEST PROJECTS

Create – *Magic Leap One Launch Title | AWE 2019 Auggie Award – Best Game & Toy*

Aug'18 – Present

- Gameplay programming and implementation of character AI, physics, UI/UX; available on Magic Leap One
- Headed Unity3D development of game AI mechanics, animation/VFX pipeline, 3D user interface interaction

Alphabet Pictionary – *Amazon Sumerian AR/VR Challenge Participant*

Dec'18 – Jan'19

- Virtual teaching host AI w/ gesture & voice (Amazon Polly), 3D models (Google Poly) via ARCore, ARKit

Found – *Oculus Launch Pad Scholarship Winner | Cinequest VR Best Motion Picture – Fantasy & Sci-Fi*

Jul'16 – Dec'16

- Technical Director of interactive VR film built with Unity3D; now available on Oculus, Viveport and Steam

HoloLens HoloHacks 2016 Boston – *First Prize for Best Design*

Jun'16 – Jul'16

- HoloLens tower defense game for hospitalized kids to visualize their immune system in augmented reality

LEADERSHIP/CERTIFICATIONS

GDC AI Summit – *Speaker | Magic Leap – Enhancing Game Experiences with Character AI*

Mar'19

Unity Technologies – *Unity Certified Developer | License 20167UCD837*

Aug'16 – Present

Udemy – *The Unreal Engine Developer Course – Learn C++ & Make Games | License UC-T4ZRC0XM*

Oct'16 – Present

MIT Media Lab – *Mentor, Judge | Reality, Virtually, Hackathon*

Sept'16 – Oct'16

Virtual Chile – *Founding Director of Technology & Content | Hosted Unity3D and Vuforia AR Workshop*

Jan'16 – May'16

SKILLS/INTERESTS

- Languages:** C# (~7 yrs.), Java (~4 yrs.), Python, C++ (~4 years), JavaScript/JQuery (~3 years), HTML/CSS (~3 years)
Objective-C, Swift (~2 years), D3.js (~2 years), OpenGL, OpenCV (~1 years), WebVR/WebXR (<1 years)
- Tools/Engines:** Unreal 4, Unity3D (~7 yrs.), Maya, Blender (~1 years), Photoshop, Illustrator (< 1 years), ARCore, ARKit
- Hacked Devices:** HTC Vive, Oculus Rift, Leap Motion, Project Tango, ODG R-7, Microsoft HoloLens, Magic Leap One
- Professional:** Virtual/Augmented/Mixed Reality, Game Development, Computer Animation, UI/UX, ACM SIGGRAPH