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(609) 412-3599

ANDREW MORAN
www.andrewmoran.me

Remote | Hybrid
Seattle, WA

WORK EXPERIENCE

Microsoft — Redmond, WA
Senior Software Engineer — *May'20 – Present*
- ► Tech lead for Remote Assist on Teams Mobile calling add-on w/ AR spatial annotations, reaching part of a 100M+ user base
  Responsible for 2+ year Android application development & roadmap, from POC (Q1 '23) to General Availability (Q1 '25)
- ► Onboarded software developers including Principal, Senior, SDEs as virtual team grew from 0 to 7+ dedicated contributors
  Mentor within org's internal Buddy Program, providing guidance on career advancement for 2+ FTEs through regular 1:1s
- ► Drafted biweekly LT/stakeholder sprint updates ensuring team's alignment to SWAG estimates and hosted progress demos
  Organized cross-departmental meetings with product, application, infrastructure teams to facilitate strategies & expectations
- ► Architected dynamic feature modules framework w/ on-demand delivery of ARCore & Filament 3D rendering libraries
- ► Leveraged app bundles and split APKs to reduce/optimize package size from 15+MB (raw) down to ~5MB (downloaded)
  Initiated local bundle tool testing to replace pipeline deployments, improving dev build iterations from 2+ hrs to ~10 min
- ► Collaborated with support/service engineers to address failures with CI/CD pipelines and OpenGL version compatibility
- ► Implemented group calling feature via Unity3D development on HoloLens and upgrades to Dynamics 365 MR product suite
  Managed team of 5+ tech artists, UI/UX designers to bring full convergence of Remote Assist functionality into Guides HL

University of Advancing Technology — Tempe, AZ
Adjunct Professor — *Jan'22 – Mar'25*
- ► Teaching, mentorship and curriculum design for Virtual Reality bachelor's degree, from introductory to graduate level
- ► Courses: Human-Computer Interaction, Virtual/Augmented Reality Hardware, Virtual Environments, VR World Build

Magic Leap — Plantation, FL
Software Development Engineer — *Sept'17 – Apr'20*
- ► Lead game developer within Magic Leap Studios; Unity3D content creation on Magic Leap One's launch title, Create
- ► Gameplay programming implementation includes Character AI, PhysX Locomotion, 3D Simulation, UI/UX Interaction

Syndikit Studios LLC — San Francisco, CA
Co–Founder — *Dec'16 – Jun'19*
- ► Full-stack VR/AR/MR development studio Tech Lead; 3D experience rapid prototyping and multi-platform deployment
- ► Expert Unity3D curriculum design & higher level instruction; contracts and external partner demos w/ ARCore, ARKit

Arges, Inc. — Santiago, Chile
Chief Technology Officer — *Oct'15 – Jul'16*
- ► Lead architect for Air Traffic Control management tool & real-time flight sim using Unity3D & ODG R-7 Smartglasses
- ► Start-Up Chile grant recipient managing technical project vision from 35K budget, conducted on-sites demos and R&D
- ► Founding Director of Technology & Content at inaugural Virtual Chile AR/VR conference, hosted Unity3D workshop

PROJECTS

Virtual Chinatown – *Vision Hack - Global visionOS Hackathon - Participant* — *Jun'24 – Dec'24*
- ► Lead engineer for NYC community focused immersive VR experience w/ WebXR; targeting Vision Pro/Quest 3

Found – *Best Motion Picture: Fantasy & Sci-Fi VR Award - Cinequest Film & VR Festival 2017* — *Jul'16 – Dec'16*
- ► Technical Director of interactive VR film built with Unity3D; made available on Oculus, Viveport and Steam

EDUCATION

Massachusetts Institute of Technology — Cambridge, MA
M.Eng in Electrical Engineering & Computer Science —————— GPA: 5.0/5.0 ———————— *February 2016*
- ► Concentration: Computer Graphics & HCI, Thesis: Improving Big Data Visual Analytics with Virtual Reality

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

CERTIFICATIONS

Stanford University – *Technology & Engineering Management Certificate* | GPA: 3.7/4.0 — *March 2022*
Y Combinator – *Startup School Online | License 10763991* — *June 2017*
Unity Technologies – *Unity Certified Developer | License 20167UCD837* — *August 2016*

PROFICIENCY

Tools/Languages: Unity3D/C# (10+ yrs.), Unreal/C++/Kotlin/Java (2+ yrs.), TypeScript/BabylonJS, ARCore/ARKit/RealityKit
Skills/Interests: Virtual/Augmented/Mixed Reality, Product Management, Agile Scrum Master, Software/Game Development
Shipped Products: Remote Assist on Teams Mobile (iOS/Android), Dynamics 365 Guides (HL), Create (ML1), Found (Steam)