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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

### Microsoft

Redmond, WA

*Software Engineer II – Advisor @ Microsoft Global Hackathon 2020 | Azure Engineering Boot Camp Alum* May'20 – Present

- ▶ Dynamics 365 Remote Assist Mobile improvements to MR capabilities including asset capture for entities within CDS/Dataverse, authentication for Teams Meetings, and iOS/Android/HoloLens device optimization
- ▶ Dynamics 365 Field Service mobile app contributions for technician success such as embedded MR capture via Power Apps model-driven apps, NPM packaging, and React Native/BabylonJS/TypeScript tech stack

### Magic Leap

Plantation, FL

*Software Development Engineer – Speaker @ GDC AI Summit 2019 | Inventor | HQ Pilot Game Jam Winner* Sept'17 – Apr'20

- ▶ 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

### Syndikit Studios LLC

San Francisco, CA

*Co-Founder – Instructor for VR Development @ UploadVR Collective | Unity Certified Developer* Dec'16 – Jun'19

- ▶ 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

- ▶ Lead architect for Air Traffic Control management tool using Unity3D & Android ODG R-7 Smartglasses

### 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 Unity3D, Oculus Rift SDK & Leap Motion SDK

## LATEST PROJECTS

**Create** – *Magic Leap One Launch Title | AWE 2019 Auggie Award – Best Game & Toy* Aug'18 – Apr'20

- ▶ Gameplay programming and implementation of character AI, physics, UI/UX; available on Magic Leap One

**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

**Stanford University** – *Student | Technology & Engineering Management Certificate*

Sept'20 – Present

**USPTO** – *Inventor | Patent# US20210104100A1 – Mission Driven Virtual Character For User Interaction*

Apr'21

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

Mar'19

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

Jan'16 – May'16

## SKILLS/INTERESTS

**Languages:** C# (~8 yrs.), Java (~5 yrs.), Python, C++ (~5 yrs.), JavaScript/TypeScript (~3 yrs.), HTML/CSS (~3 yrs.)

Objective-C, Swift (~3 yrs.), React, React Native (~2 yrs.), OpenGL, OpenCV, WebVR/WebXR (~1 year)

**Tools/Engines:** Unreal 4, Unity3D (~8 yrs.), Maya, Blender (~2 yrs.), NPM, NodeJS, BabylonJS (~1 yr), ARCore, ARKit

**Professional:** Virtual/Augmented/Mixed Reality, Game Development, Computer Animation, UI/UX, ACM SIGGRAPH