MOE AGUILAR - TECHNICAL ARTIST

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Professional Summary

- A skilled software developer and artist with a passion for computer graphics and video games.

Skills

- C# | C++ | Java | JavaScript | C | Python | Lua | Git | Azure | AWS | Cloud Computing | OOP | HTML | CSS | PHP
- Virtual Reality | Augmented Reality | Unit Testing | Unity | Unreal Engine | Game Development | Photoshop | Blender
- Spanish (Native) | English (Fluent) | French (Intermediate) | Korean (Intermediate)

Education

Master of Entertainment Technology
Carnegie Mellon University

08/2024 - Current
Pittsburgh, Pennsylvania

- Core Modules: Building Virtual Worlds, Visual Story.

B.A. in Animation and Digital Arts
Tecnológico de Monterrey

08/2017 - 12/2021
Puebla, Mexico

- Major in Game Development and Interactive Experiences.
Minor in Visual Development.

Experience

2D Artist
Blue Gravity Studios

02/2024 - 08/2024
London, UK

- Created 2D assets for video games.

AR Software Engineer
Huum Technologies

07/2023 - 02/2024
Mexico City, Mexico

- Developed e-commerce AR applications for the Vision Pro platform, utilizing C++ and Xcode for seamless implementation.
- Trained machine learning models through computer vision techniques to accurately identify an array of commercial products, employing Python for the task.

WebAR Developer
Zandoo Films

05/2023 - 07/2023
Mexico City, Mexico

- Conceptualized and executed WebAR experiences for mobile devices, employing JavaScript, HTML, and CSS. Emphasized a marketing-oriented approach to amplify the impact of promotional campaigns successfully.

Unity AR Developer
NHP Digital **(AR startup in partnership with Microsoft)**

02/2022 - 05/2023
Mexico City, Mexico

- Pioneered the design and implementation of 3D multi-user experiences in the HoloLens 2, synchronized via Spatial Anchors.
- Developed an ambulance customization application for COMSA, a leader in health infrastructure solutions.
- Conceptualized and executed smart buildings demonstrations and showroom customization applications for Bosque Real, Mexico City's premier real-estate development project.
- Provided unified spatial mapping capabilities to enhance user experiences.

Unity VR Developer
Yeltic **(IT Services and Consulting Company)**

01/2022 - 03/2022
Mexico City, Mexico

- Built immersive virtual reality experiences within the Unity platform, crafting diverse levels of engagement.
- Contributed to the "Misión Paz Escolar" initiative, an innovative program that harnessed various technologies to empower young individuals in addressing bullying-related challenges.
- Demonstrated versatility by serving as both a software developer and artist on an immersive Metaverse project, executed in collaboration with Facebook.

Achievements

- **Applied Generative AI for Digital Transformation Certification**: MIT Professional Education. Intensive and timely two-week program, delving into generative AI technologies. Targeting their implications and practical applications across various organizational contexts. **(11/2023)**
- **Conference Speaker**: LevelUp VideoGame Hackathon, Mexico. Gave a conference about creating addiction in video games, how it can become problematic, and using tools to ethically create replayability in games. **(11/2022)**
- **Gold Award**: Lead developer for "Tleli and the Deep". Best Project at Tec de Monterrey's Final Frame national competition. **(12/2020)**