

Daniel Moore

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Portfolio: <https://danmo.dev>

Work Experience

Principal Software Engineer: Game Development

Nifty Island - Remote

May 2021-Present (4.5 years)

Lead a team of 10+ engineers in prototyping/development/release of a persistent UGC MMO developed in Unity. Responsible for designing game architecture and implementation of gameplay/engine systems. Joined as founding engineer.

Programming Tasks:

- Game architecture
- Custom networking framework
- Networked runtime visual scripting language
- Custom runtime (in game) engine: asset system, entity component system, scenes, world streaming
- Design/Implementation of pvp projectile/melee combat
- Prototyping/Development of minigames
- Automated gameplay testing framework
- Custom animation framework (Mecanim alternative)
- Server hosting integration

Managerial Tasks:

- Deriving tasks/schedules from game design documents. Assigning tasks to engineers and track progress
- Managing personnel: reviews, training, setting goals, assigning tasks, weekly 1-on-1s, etc
- Hiring: Technical/Non-technical interviews

Senior Full Stack Software Engineer

SkryeVR LLC - Remote

August 2018 to May 2021 (3 years)

Use Unity WebGL to visualize computer networks as a cityscape to aid in development and operation of cloud based infrastructures. Full stack work using Unity3d and AWS serverless backends. Joined as founding engineer.

- Custom deterministic physics solution to solve and address sphere packing problems for procedurally generated cityscapes
- Procedural generation of roads (meshes + paths)
- IL weaving library and IDE/Editor integrations to enable aspect oriented programming on AOT platforms

CEO/Owner

Dreamcatcher Studios LLC - Purcellville, VA
June 2017 to May 2021 (4 years)

Game development studio with 1 public release "Tourney of Eradorn". "Tourney of Eradorn" is a VR fighting game for GearVR (android) and Oculus GO headsets (developed in Unity). Players compete in a series of duels and large scale battles against AI to claim the title of champion. The AI leverages a GOAP system and ngram predictors to learn from player actions and dynamically adjust play style.

Full Stack Software Engineer

SOLERS INC - Greenbelt, MD
July 2015 to August 2018 (3 years)

Developed Java based satellite ground systems for weather data generation and distribution. Ground system capabilities include: ingesting satellite data, applying scientific algorithms to weather data (product generation), delivering products to consumers.

Software Engineer Intern

Lowes - Mooresville, NC
May 2014 to August 2014

Developed Selenium based automation test framework for the Lowe's android application.

Software Engineer Intern

Youfolio - Blacksburg, VA
May 2013 to August 2013

Developed a prototype GUI for a social networking start-up aimed at allowing content creators to showcase their portfolio and network.

Education

BS in Computer Science

Virginia Polytechnic Institute and State University - Blacksburg, VA
August 2011 to May 2015

Skills

- Unity (10 years)
- C# (10 years)
- Common Intermediate Language (CIL) (3 years)
- CI/CD (7 years)
- Python (6 years)
- Java (3 years)
- AWS (4 years)
- SQL (3 years)
- Elasticsearch (3 years)
- Data Mining/Engineering/Analysis (2 year)
- Kubernetes (2 years)
- Terraform (2 years)
- Unreal Engine (1 year)