



Dan Moran

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EXPERIENCE

SENIOR GRAPHICS ENGINEER – NCSOFT, SAN MATEO CA

October '16 – Present

- Performance profiling, optimization, and feature development for AAA mobile games
- Authoring custom shaders targeting the visual quality of PC/Console titles— performant enough to run on high end mobile devices with dynamic quality settings to support low end devices
- Working with artists to establish efficient pipelines by writing custom tools built in the Unity3D Editor
- Developed mobile-optimized modular Post Processing stack with dynamic LOD for varying hardware profiles and device capabilities

FREELANCE VISUAL EFFECTS ENGINEER, TORONTO ON

September '15 – September '16

- Created mobile ready Dynamic 2D Lighting asset sold via the Unity Asset Store
- VFX engineer for various indie games' needs; ranging from custom shaders and materials to particle effects and animations
- Produced popular series of YouTube videos covering VFX tutorials and in-depth case studies, exploring and recreating effects seen in AAA games

SENIOR DEVELOPER – EQUIS LAB, KINGSTON ON

May '14 – September '15

- Authored modular components for other designers to quickly prototype and create networked minigames that make use of pedalling cadence information and heart rate data
- Creation of a flexible UI for use across various types of game (platform, racing, fighting, etc.)
- Produced hundreds of art assets using Adobe Animate and authored custom shaders to achieve a unique and consistent visual experience
- Managed a large code base with version control and procedurally generated documentation

EDUCATION

QUEEN'S UNIVERSITY, KINGSTON ON

September '10 – May '14

Bachelor of Computing (Honours)

- Specialization in Software & Game Design

SKILLS

Unity3D	■	■	■	■	■
C# / .NET	■	■	■	■	■
Adobe Animate	■	■	■	■	■
Photoshop	■	■	■		

HLSL/GLSL	■	■	■	■	■
HTML5/CSS3	■	■	■	■	
Javascript	■	■	■	■	
C/C++	■	■	■		