



# Dan Moran

(416) 880 0490 – danjohnmoran@gmail.com – www.danjohnmoran.com

## EXPERIENCE

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### SENIOR GRAPHICS ENGINEER – NCSOFT, SAN MATEO CA

October '16 – Present

- Performance profiling and optimization for AAA mobile games
- Authoring custom shaders targeting a visual quality similar to PC 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

### FREELANCE VISUAL EFFECTS ENGINEER, TORONTO ON

September '15 – September '16

- Extensive experience writing shaders in the Unity3D game engine for AAA visual effects
- 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

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### QUEEN'S UNIVERSITY, KINGSTON ON

September '10 – May '14

Bachelor of Computing (Honours)

- Specialization in Software & Game Design

## SKILLS

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

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