David Morales

davidemorales925@gmail.com
davidemorales.github.io
(917) 572-2925

Education:

Carnegie Mellon University
Pittsburgh, PA | 2016-2022
Master of Entertainment
Technology
BS in Computer Science
Minor in Game Design
Minor in Physics

Technical Skills:

Coding Languages:
Proficient in C#, Python, Java
Experience in C, C++
Software:
Unity, Blender, Unreal, Maya,
Tensorflow

Job Experience:

Rec Room Inc -
Game Developer
August 2022 -

Universal Creative -
Technical Intern
Summer 2021

Snob Bog - AR Software
Developer
Summer 2020

G3 Technologies - Software
Engineer
Summer 2019

Relevant Projects:

Rec Room (Unity, C#)
- Developed core monetization infrastructure for a free-to-play cross-platform multiplayer socialization game
- Tested and deployed builds across many devices including Steam, Quest 2, iOS, and Android.

Universal Studios' Interactive Wands (Unity, C#, Tensorflow)
- Improved Universal Studios' existing proprietary camera and wand technology to be able to detect multiple spells within a single exhibit
- Prototyped an exhibit showing off the capabilities of unlocking multiple spells within one installation

BigMR (Unity, C#)
- Worked with the Quest 2 passthrough API to create a framework for multiplayer colocated mixed reality experiences
- Developed prototypes to display the potential of this emerging technology with regards to immersion in a space

ReAct (Unity, C#)
- Developed a mobile phone experience that blended AR effects with live actors in real time
- Worked with the Schubert Organization to perform a live recreation of "Friend Like Me" from Disney's Aladdin using AR technology

Snob Bog (Unity, C#, Tensorflow)
- Developed an AR app including 3D reconstruction to render characters in real space using environmental occlusion
- Used Tensorflow to train and deploy an object detection machine learning model to know what experience to run