Warren C. Moore

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Summary

Software engineer with expert-level knowledge of development for Apple platforms, specializing in 3D mobile graphics. Seeking opportunities in real-time mobile 3D graphics and augmented reality.

Technical proficiencies include:

- **Languages**: Objective-C, Swift, C++

- **Frameworks**: Metal, UIKit, Core Animation, Core Text, Core Graphics, Core Audio

Professional Experience

- **Freelance Consultant and Software Engineer** — 2018–Present
  Fourspace, LLC — San Francisco, CA

  > I work with clients to build solutions that incorporate high-performance 3D graphics, augmented reality, and computer vision technologies.

- **Software Engineer, Human Interface Design Studio** — 2017
  Apple, Inc. — Cupertino, CA

  > Designed and built internal design tools as part of Apple's Human Interface design team. Worked extensively with Swift, AppKit, Core Image, and Metal.

- **Software Engineer, Metal Ecosystem Development** — 2015–2017
  Apple, Inc. — Cupertino, CA

  > Worked with developers to integrate and optimize Metal in their iOS and macOS games & apps.

- **Software Engineer, Camera and Photo Apps** — 2013–2014
  Apple, Inc. — Cupertino, CA

  > Architected, designed, and implemented user interfaces for OS X and iOS versions of Photos.

- **Mobile Application Developer** — 2010–2013
  Auerhaus Development, LLC — Atlanta, GA

  - Developed and shipped over a dozen applications for clients (ex.: Ingenious Med, iRapStar, MyNyte, TrackTrack.It, Songster).
  - Attained proficiency in Objective-C and iOS programming.

Education

- Graduate Certificate, Systems Engineering, University of Florida, 2012.

- B.S. *cum laude*, Computer Engineering - Software, University of Florida, 2008.

Projects

- **Metal by Example**: A blog detailing usage of the Metal graphics and compute API (metalbyexample.com).

- **GLTFKit**: An importer and real-time renderer for the glTF model transmission format.

- **AHEasing**: A library of easing functions for C, C++ and Objective-C.