

Warren Moore

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Summary

Software engineer with eight years of professional experience. Seeking opportunities in real-time mobile 3D graphics and augmented reality.

Technical proficiencies include:

- **Languages:** Objective-C, Swift, C/C++
- **Environments:** macOS, Microsoft Windows
- **Frameworks:** Metal, UIKit, Core Data, Core Location, Core Audio, Core Text, Core Graphics

Professional Experience

- **Software Engineer, Human Interface** 2017
Apple, Inc. Cupertino, CA
I designed and built internal design tools as part of Apple's Human Interface design team.
- **Software Engineer, Metal Ecosystem Development** 2015 - 2017
Apple, Inc. Cupertino, CA
I worked with developers to integrate and optimize Metal in their iOS and macOS games & apps.
- **iOS Instructor** Summer 2015
Make School San Francisco, CA
 - Wrote and taught curriculum based on Swift and iOS 8 to high school and college students.
 - Acted as project manager for student projects over the course of an eight week summer intensive program.
- **Senior Software Engineer** 2013 - 2014
Apple, Inc. Cupertino, CA
Architected, designed, and implemented user interfaces for OS X and iOS versions of Photos and iPhoto.
- **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.
- **Web Application Programmer** 2009 - 2010
352 Media Group Norcross, GA
 - Developed mid- to large-scale, database-driven Web applications for national clients.
 - Gained proficiency in C#, ASP.NET Web Forms, and Microsoft SQL Server 2005.
- **Intern - Software Design Engineer in Test** Summer 2006
Microsoft, Inc. Redmond, WA
 - Implemented Local History feature for Visual Studio 2008 (Orcas) as member of the Visual Studio Platform team.

- Gained experience in C++, COM, Visual Source Safe and Visual Studio Extensibility.

Projects

- **Metal by Example:** A blog detailing usage of the Metal graphics and compute API (metalbyexample.com).
- **AHEasing:** A library of easing functions for C, C++ and Objective-C.

Education

- Graduate Certificate, Systems Engineering, University of Florida, 2012.
- B.S. *cum laude*, Computer Engineering - Software, University of Florida, 2008.