

Warren Moore

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Summary

Software engineer with ten 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, Ubuntu Linux
- **Frameworks:** Metal, ARKit, UIKit, Core Animation, Core Text, Core Graphics, Core Audio

Professional Experience

- **Freelance Consultant and Software Engineer** 2018
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** 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.
- **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 program.
- **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 and iPhoto.
- **Mobile Application Developer** 2010 - 2013
Auerhaus Development, LLC Atlanta, GA
Developed and shipped over a dozen applications for clients (e.g.: Ingenious Med, iRapStar, MyNyte, TrackTrack.It, Songster).
- **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**
Microsoft, Inc.

Summer 2006
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 and book detailing usage of the Metal 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.

Education

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