MOE AGUILAR - TECHNICAL ARTIST

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Professional Summary

- A skilled artist and software developer with a passion for games, computer graphics and narrative.

Skills

- C# | C++ | Java | JavaScript | C | Python | Lua | Git | Azure | AWS | Cloud Computing | OOP | HTML | CSS | PHP
- Virtual Reality | Augmented Reality | Unit Testing | Unity | Unreal Engine | Game Development | Photoshop | Blender
- Spanish (Native) | English (Fluent) | French (Intermediate) | Korean (Intermediate)

Education

Master of Entertainment Technology
Carnegie Mellon University
08/2024 - Current
Pittsburgh, Pennsylvania

- Coursework: Building Virtual Worlds, Visual Story, Computer Graphics, Lean Entrepreneurship.

B.A. in Animation and Digital Arts
Tecnológico de Monterrey
08/2017 - 12/2021
Puebla, Mexico

- Major in Game Development and Interactive Experiences. Minor in Visual Development.

Experience

Technical Artist
CMU Entertainment Technology Center
02/2025 - Current
Pittsburgh, US

- Designed and developed an educationally focused game for LEGO Fortnite.

2D Artist
Blue Gravity Studios
02/2024 - 08/2024
London, UK

- Created 2D assets for video games.

AR Software Engineer
Huum Technologies
07/2023 - 02/2024
Mexico City, Mexico

- Developed e-commerce AR applications for the Vision Pro platform, utilizing C++ and Xcode.

WebAR Developer
Zandoo Films
05/2023 - 07/2023
Mexico City, Mexico

- Conceptualized and executed WebAR experiences for mobile devices, employing JavaScript, HTML, and CSS. Emphasized a marketing-oriented approach to amplify the impact of promotional campaigns successfully.

Unity AR Developer
NHP Digital (AR startup in partnership with Microsoft)
02/2022 - 05/2023
Mexico City, Mexico

- Developed 3D multi-user experiences in the HoloLens 2, synchronized via Spatial Anchors.

Unity VR Developer
Yeltic (IT Services and Consulting Company)
01/2022 - 03/2022
Mexico City, Mexico

- Built immersive VR experiences within the Unity platform. Contributing to the "Misión Paz Escolar" initiative, an innovative program that aims to empower young individuals in addressing bullying-related challenges.

Projects

- **Speak Your Heart -** Narrative Lead & Artist: Designed characters, backgrounds, and directed a game exploring freedom of speech nuances for university students. **(05/2025)**
- **Monkeying Around -** 3D Artist & Animator: Modeled, textured, rigged and animated a monkey toy protagonist in Blender; painted stylized textures in Substance Painter. **(09/2024)**
- **Whispers of the Bloom -** Storyteller & Artist: Created a physical/virtual hybrid experience where sentient flowers host a farewell tea party. Rigged flower animations, designed VFX, and crafted props. **(11/2024)**

Achievements

- **Applied Generative AI for Digital Transformation Certification**: MIT Professional Education. Intensive and timely two-week program, delving into generative AI technologies. Targeting their implications and practical applications across various organizational contexts. **(11/2023)**
- **Conference Speaker**: LevelUp VideoGame Hackathon, Mexico. Gave a conference about creating addiction in video games, how it can become problematic, and using tools to ethically create replayability in games. **(11/2022)**
- **Gold Award**: Lead developer for "Tleli and the Deep". Best Project at Tec de Monterrey's Final Frame national competition. **(12/2020)**