# MOE AGUILAR - TECHNICAL ARTIST

[LinkedIn](#) | (+1) 412 589 8889 | [moerex.com](#) | monse.aguilar.sanchez@gmail.com | [GitHub](#)

## Professional Summary

- Technical artist and narrative designer combining artistic vision with strong programming skills to create meaningful interactive experiences.

## Skills

- C# | C++ | Java | JavaScript | C | Python | Lua | Git | Azure | OOP | HTML | CSS
- Virtual Reality | Augmented Reality | Unity | Unreal | UEFN | Photoshop | Blender
- Spanish (Native) | English (Fluent) | French (Intermediate) | Korean (Intermediate)

## Education

**Master of Entertainment Technology**
**Carnegie Mellon University**
08/2024 - Expected 05/2026
*Pittsburgh, PA*

- Coursework: Building Virtual Worlds, Visual Story, Computer Graphics, Transformational Game Design.

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

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

## Experience

**Graduate Teaching Assistant - Introduction to Level Design**
**Carnegie Mellon University**
01/2026 - Current
*Pittsburgh, PA*

- Provide feedback on student level design projects using UEFN, guide spatial design principles and gameplay flow.

**Graduate Teaching Assistant - Visual Story & Nonverbal Narrative Techniques**
**Carnegie Mellon University**
08/2025 - 12/2025
*Pittsburgh, PA*

- Mentored students in narrative design and visual storytelling for audiovisual production across multiple media formats.

**Technical Artist**
**Carnegie Mellon University**
02/2025 - 07/2025
*Pittsburgh, PA*

- 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 commercial video games including character designs and environmental art.

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

- Developed marketing-oriented WebAR experiences for mobile devices using JavaScript, HTML, and CSS.

**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 for "Misión Paz Escolar" anti-bullying initiative targeting teens.

## Projects

- **The Billy Jo Jive Experience -** Narrative Lead & Artist: Wrote story, characters, and mystery for mixed reality escape room reimagining beloved 70s IP. **(12/2025)**
- **Speak Your Heart -** Narrative Lead & Artist: Designed educational game exploring freedom of speech nuances through branching narrative system. **(05/2025)**

## Achievements

- **Best Student Developed Game**: Serious Games Showcase & Challenge at I/ITSEC Orlando for "Speak Your Heart". Recognizing excellence in educational technology and narrative innovation. **(12/2025)**
- **Applied Generative AI for Digital Transformation Certification**: MIT Professional Education. Intensive program exploring generative AI technologies and practical applications **(11/2023)**
- **Conference Speaker**: LevelUp VideoGame Hackathon, Mexico. Presented on ethical replayability design and avoiding problematic addiction mechanics 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)**