

Alice Moh

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Professional Experience

Unity Technologies, Engine Developer — San Francisco, CA *February 2024 - Current*

- Implemented the Unity Engine API in C++ on the Samsung Galaxy XR and XReal Aura headsets, bringing the AR Foundation feature set to two new hardware platforms.
 - Contributed to a launch that secured a multi-year contract extension for more XR devices.
- Designed a C# API in AR Foundation (100k+ installs) exposing extra lighting data for realistic shaders.
- Expanding AR Foundation, Unity's AR toolkit, with face tracking, debug visualizers, simulators, real-world light estimation, and AR occlusion.
- Coordinating with engineers across five hardware sub-teams to produce a consistent user experience.
- Representing Unity in the Khronos OpenXR working group, participating in cross-vendor standardization discussions for XR runtime APIs.

Prismatic Squid (Game Studio), Founder — San Francisco, CA *July 2023 - February 2024*

- Founded an independent game studio and built OVH, a mobile RTS since released on iOS and Android.
- Optimized combat simulation to sustain 60 fps with hundreds of active units on mobile, using spatial hashing, potential field navigation, object pooling, and caching.
- Architected a flexible compositional unit system based on swappable weapon and targeting components.
- Recruited and directed a team of contract artists and musicians to produce game assets.

Niantic, Gameplay Engineer — San Francisco, CA *March 2021 - July 2023*

- Shipped Peridot, an AR mobile pet-sim with a 4.4 star rating and over one million installs, working in a small team on the Unity client and Java backend services.
- Implemented core features like social systems, questing, notifications, activity streaks, telemetry.
 - Generated > 20% DAU improvement via notification features.
- Sustained client performance on lower-end mobile hardware: compensated for thermal throttling during extended AR sessions and kept UI screens rendering multiple cameras within memory budgets.
- Constructed internal tooling used daily by animation, audio, and tech art teams to allow rapid iteration.

Education

Georgia Institute of Technology, Atlanta, GA *August 2017 - December 2020*

- Bachelor of Science in Computer Science.
- Concentrations in graphics programming and artificial intelligence.
- President of the game development club — grew membership despite the pandemic and led organizational reforms that improved members' career placement.

Skills

	Proficient	Familiar
Languages:	C++, C#, Python, Java, TypeScript	HLSL, C, Javascript, SASS / CSS, Matlab
Technologies:	Unity, AR, VR, Zenject, Git, React	Unreal, Gradle, GCP, AWS, Node.js, MongoDB
Skills:	game development, engine development, machine vision, AI, ML, Linux, cloud, agile	

Projects & Leadership

Beyond All Reason (Open-Source RTS), Map Designer

- Designed an asymmetric multiplayer map selected for inclusion in Beyond All Reason's official map pool.

OffKai Expo, Signage Director

- Leading signage and wayfinding for a ~10,000-attendee convention for three years, directing 4 staff and 10 on-site volunteers across procurement, logistics, and coordination.

Pengu Peril, Lead Developer

- Led development of a Unity game entered in Ludum Dare; placed top 1% in category, top 10% overall.

Path to Harmony Video Game, Project Leader

- Led a 20-person team building "Path to Harmony," owning architecture, project management, and art and sound direction; shown at DreamHack Atlanta.