

# Jason Mooney

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## EXPERIENCE

### Software Engineer at Meta

December 2018 - Present  
(Contractor until April 2019)

*Horizon Worlds - team of ≈500*

- Iterated on VR player movement systems like walking, jumping, and teleporting
- Created a tutorial for new users to familiarize themselves with the creation tools
- Improved the way users access and interact with UI elements
- Regularly participated in playtests to provide feedback from the point of view of a player
- Added debugging tools to player-facing script editor

### Front End Software Engineer at Google

September 2015 - October 2017

*Mind Games - team of 8*

- Pitched and prototyped concepts for mini games on mobile devices
- Helped transform the team's incredible creativity into well defined deliverables
- Coordinated with Art team to design and implement a player avatar customization tool

*Content AdWords Front End - team of 40*

- Implemented automated tools to help advertisers design ads

### Lead Game Designer and Programmer at Reactor Zero / Quantum Signal

July 2012 - August 2015

*Rustbucket Rumble - team of 13*

- Pitched and prototyped initial gameplay concept in Unity game engine using C#
- Defined a framework for character design to expedite design process for myself and teammates
- Iterated on game systems and communicated designs to team in meetings and forum posts
- Analyzed game reports to adjust power, popularity, and perceived strength of our 6 characters and 4 maps
- Engaged with players through live streams, forums, Facebook, and YouTube to understand reception
- Met with stakeholders to discuss timelines, budget, priorities, and potential issues
- Represented the team at media and recruiting events (e.g. PAX South)

*Serious Games and Simulations - team of 20*

- Met with clients to understand their needs and use cases
- Created user-friendly tools to aid in the creation of in-game objects for building levels

### Systems Engineer at Pyramid Solutions

July 2008 - June 2012

*Electronic Content Management - team of 20*

- Designed and implemented software solutions to drive mortgage applications
- Prepared and delivered product demonstrations for potential customers
- Reviewed and refined project requirements and design with clients

## SIDE PROJECTS

### Designer and Gameplay Programmer on Jetspace - team of 4

Released March 2014

- 2D endless runner made with HTML5

### Designer, Programmer, and Artist on Feather Flurry - team of 1

Released April 2013

- 2D arcade game made with C++ and the DirectX Framework

## EDUCATION

### University of Michigan

Graduated May 2008

- Bachelor of Science in Computer Science
- Academic Physics Minor
- Dean's list and School of Engineering University Honors
- President of Dicks & Janes Coed A Cappella