Mio Moto

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SUMMARY

Lead Developer in New Media & Generalist with a hang for devops, all things GPGPU and media communication.
Proven track record of solving complex problems for ever-expanding clients.

EXPERIENCE

Lead Developer | Island Labs | September 2020 - Present

- Organized and managed development efforts improving velocity in development of .rooms - a multi-user XR interior planning suite, operating in cloud and on-premise environments with continuous availability.
- Rebuilding and employing an end-to-end verification and building pipeline across all teams, to continuously integrate product cycles with no personnel requirements.
- Introduced and employed agile methodologies, empowering individual teams to develop independently, without friction and long-term delivery plans while keeping high agility and short adaption of new requirements.
- Built a as-small-as-possible update pipeline with data-integrity and version stability used by thousands of clients, including self-healing mechanisms and in-place upgrade mechanisms.

Lecturer | HTW Berlin | April 2019 - Present

- Lecturing about real-time programming, engine development, new media and future prospects in the field of media informatics.
- Teaching primarily with Unity3D about challenges of realtime programming, commonalities of game engines and exploration of programming patterns, graphics development and product strategies from idea, to concept until MVP delivery.
- Creating course material from scratch, adapting on student demands and adapting to the course ware to remote learning situations, while guaranteeing high availability for the students.

Developer of New Technologies | ART+COM | March 2017 - September 2020

- Planned and executed exhibit software development for interactive and engaging experiences.
- Consulted on development efforts, team planning, execution and media installation for exhibit hardware with a high focus on synchronicity across screen and monitor boundaries.
- Employed continuous integration from developer to exhibit for seamless and fast deployment on exhibit hardware. Traveled and debugged exhibition software pieces on site.
- Delved into 3D printing, low level programming, machine learning and spatial database segmentation.

PROJECTS

TypeScript to Lua

- Using one of the most expressive and best strongly typed programming languages to generate well formed Lua without the necessity of a meta-type interpreter.
- Driving forward a strong toolset that originally started from the well-documented Lua API of Valves' Source2 video game Dota 2 - by now an easily implemented transpiler for any software using the Lua scripting language.

Mixed Reality Media: Integration of Live Video Feed in 3D Environments

- My Bachelors Thesis explores contextualization of Mixed Media for an observer, thus providing aid in communication and selling this form of media and art.
- This thesis successfully implements methods of live video editing, mitigation of frame jittering, optimizing for different in/output framerates, correction of video feed input lags, enabling alpha transparent shading and virtual lighting on a persons video signal.

EDUCATION

Bachelors of Science in Media Informatics | Berlin University of Applied Sciences Berlin | 1.45

2017

SKILLS

Area of Expertise: Team Management, Software & Graphics Engineering, Mixed Realtiy (AR/VR/MR), Agile Goal Oriented Development, Consulting, Low Level to High Level Integration

Industry Knowledge: TypeScript, Software Development, Software Design, Computer Science, Software Implementation, Search Engine Optimization (SEO), Digital Media, Web Development

Tools & Technologies: .NET Framework, React.js, ASP.NET, Python, Java, C#, C++, JavaScript, Scala, HTML, SQL, (CSS, PHP, MySQL, Git, Node.js, Unity