

IGNATIUS DARREN GOZALI

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OBJECTIVE - Advancing technology and art sufficiency to be ubiquitously available on earth, to let the unreachable and voiceless in life experience positive benefits out of it toward peace, better life supports, and morally neat society.

EDUCATIONS & HONORS

Carnegie Mellon University - Master of Entertainment Technology - *Pittsburgh, PA* May 2012
University of Michigan - B.S.E in Computer Science - *Ann Arbor, MI* May 2010

MANAGEMENT EXPERIENCES

Autodesk Inc. – *Reality Solution Group, Autodesk Inc, San Francisco* Jun 2012 – Present
Innovate future reality capture technology on which the world of design will walk on. Principal in product merging, mobile, 3d viewing & product deployment, customer care responder. Decisive & collaborative, articulate as agile scrum master managing remote team. Marketed ReCap in Indonesian Universities. Worked with Google for Google Glass project. Partnered with Leica, leading, testing, beta, deployed, worked with legal for ReCap Pro for Mobile. Planned, designed, made, tested, read analytics for online VR project for REAL conference and led Kids day event with it.

Catholicicer – *Mountain View* Oct 2012 – Present
Co-founded non-profit building social media, iOS apps, and tech consultant. As the CEO, led Strategy, Public & Client Networking, Marketing Campaign, Market Studies, Evaluators, Inspiring & Hiring Remote Team. Helping local Catholic Communities make & maintain websites and anything related to tech.

Lemonilo – *Jakarta* Aug 2016 – Present
On-demand tech strategy & consultant, trained employees to adopt agile and scrum process.

Holy Trinity Community North America – *US & Canada* Feb 2014 – May 2016
VP of North America District of Catholic Association, led 4 west coast regions & maintained growth among members by becoming consultant, cost-benefit, event planner, PR & motivator, goal-oriented, problem solver.

World Expo 2012 - *Yeoshu, South Korea* - <https://vimeo.com/118029303> Aug 2011 – Dec 2011
Planned, client meeting with GL associates, EXPO 2012 committee contractor, remotely from Osaka to create interactive big LCD Content (EDG Twitter & Magic Tile). Became main technical consuler in the 3rd team assign by CMU.

Microsoft Avatar Video Wall - *Redmond, WA* Jan 2011 – May 2011
Came up with new idea for Microsoft Store LCD wall, using a waterfall methodology in multidisciplinary team, designed & produced interactive avatar-based theme on the Store's Video Wall & its user interface controller

DEVELOPED APPLICATIONS

Catholicicer Beads - *Apple Store* – <https://www.catholicicer.com/beads> - prayer rope app Apr 2017 – Present

Catholicicer Liturgia - *Apple Store* – <https://www.catholicicer.com/liturgia> - multilingual church docs Jul 2016 – Present

Autodesk ReCap Pro for Mobile - *Architect and Lead* – recaphub.autodesk.com Dec 2015 – Present

Backward Duck - *Apple Store* – oreal.co – flappy-bird-like-game May 2015

Bell! – bell.oreal.co (*expired*) - Messenger that sends voices as ringtone/alert to between iPhone Sept 2011 – January 2012

Autodesk Internship - *Waltham, MA* - Pre BIM360, AR iPad app to x-ray through streets / building June 2011 – August 2011

~ 50 More Personal Windows Apps I wrote since 2001

OTHER EXPERIENCES

Missionaries of Charity (MOC) – *Bay Area* April 2012 – Present
Volunteer and coordinate community to take care of the dying & to feed homeless

Zidisha.org – *Washington D.C. (remote Indonesian translator volunteer)* January 2012 – 2015

Developer Support Intern at Sony Computer Entertainment America – *Foster City* January 2012 – April 2012
Wrote multiple tools that PlayStation Developers could use to shorten the production time

iCloud.com - *Sweden (remote Indonesian translator volunteer)* Feb 2009 – July 2011

Building Virtual Worlds Projects – *Carnegie Mellon University, PA (videos available on website)* Fall 2010

Visual Story Telling Projects – *Carnegie Mellon University, PA (videos available on website)* Fall 2010

Catur Mitra Adhikara – *Jakarta, Indonesia (Audio Technica Sales)* July 2010

Virtual Disaster Simulation – *UM3D Lab at University of Michigan, USA* January 2008 – May 2008
Worked on firefighter training simulation in the VR Lab, created a 3D Painting tool in VR Cave

Undergraduate Research – *NASA University of Michigan, USA* September 2006 – May 2008
Hurricane Imaging Radiometer Project & Correlated Noise Calibration Standard by NASA

OTHER SKILLS

Languages: English, Indonesian. **Code Languages :** PHP, SWIFT 3, Objc++, C/C++, Python, HTML5+JS, Java

Libs: Ember, AngularJS, Handlebars, Slim, XNA, Silverlight, OpenGL/WebGL/ES, OpenSG, GLSL & CG, MFC.

Application: Adobe Products, Autodesk Recap & Maya, ZBrush, MS Office, MailChimp, Slack, Asana, Rally, Jira, Github, P4, ZCorp 3d Printing, TeamCity, Meeting & Teleconference Tools, GDocs Family, Firebase, GAnalytics, GoSquared, Wordpress, Squarespace, Hosting & Domain Managers, AWS Tech. (OS : Unix/Mac/Windows)