



Shawn Gao

2369821081
shawngaosde@outlook.com

Experience

Simon Fraser University
Sept. 2023 - Present
Instructional Assistant
Assisted in the instruction of
DMED 540: Multi-Platform Media

Time Capsule Photography Co.
Mar. 2020 - Aug. 2022
Technical Director
Develop Unity app using the
Vuforia engine to integrate AR with
the dynamic album.

Volunteering

Alliance Française Vancouver
Sept. 2022 - Oct. 2022
VR Exhibition Volunteer

Skills

C#

■ ■ ■ ■ □ □

Unity

■ ■ ■ ■ □

Java

■ ■ ■ □ □

Front-End

■ ■ ■ ■ □

Python

■ ■ □ □ □

Machine Learning

■ ■ ■ □ □

Swift

■ ■ □ □ □

Computer Engineering graduate with a passion for interactive technologies. Skilled in programming languages including Java, C# and Python. Experience in Unity development, particularly in VR and MR.

Profiles

[in](#) [Linkedin | Shawn Gao](#)

Education

Centre for Digital Media **Sept. 2022 - Dec. 2024**
Master of Digital Media **Master**
UBC | SFU | ECUAD | BCIT

The Master of Digital Media program is accredited and awarded by four leading Canadian post-secondary institutions: UBC, SFU, ECUAD, and BCIT.

Hefei University of Technology **Sept. 2018 - July 2022**
Computer Science and Engineering **Bachelor**
Specialize in machine learning, computer vision, and human-computer interaction systems.

University of Oxford / Radboud University **July 2021 - Sept. 2021**
Human-Computer Interaction **Summer School**

Projects

HCI System Based on Hand Gesture Recognition **Feb. 2022 - July 2022**
Graduation project
Deploy a visual gesture recognition system based on YOLO-v5. Develop a haptic feedback glove for the Meta Quest series through the OpenGlove project, supporting Half-Life: Alyx.

VR Automotive Training Simulator **Jan. 2024 - Present**
A virtual reality (VR) simulation to enhance the training of automotive students in safely repairing and replacing electric vehicle (EV) batteries. Client from Vancouver Community College(VCC)

MR Music Engagement App **Sept. 2023 - Dec. 2023**
Mixed Reality(MR) headset applications prototype using the passthrough feature from Meta Quest 3.

Cubus **Sept. 2022 - Dec. 2022**
A VR puzzle game developed on Unity Oculus Integration, multiple levels included.

Enchantia - VisionOS **Feb 2024 - Present**
Floral Meditation App

Global Game Jam **2020/ 2021/ 2023**