

Lawrence Yip

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Education

Vancouver Film School

VR/AR DESIGN AND DEVELOPMENT

Vancouver, BC

Apr. 2019 - Dec. 2019

Stony Brook University

BACHELOR OF SCIENCE: INFORMATION SYSTEMS

Stony Brook, NY

Aug. 2014 - May 2018

Work Experience

Lead VR Developer

Winston-Salem, NC

BLACK ICE | CYBERPUNK INTERACTIVE STORY

May 2021 - PRESENT

- In a team of 3, conceptualized and developed an Oculus Quest narrative short in UNCSCA METL's immersive storytelling residency program
- Programmed all aspects, architecting highly decoupled systems for rapid iteration cycles of storytelling elements and gameplay
- Authored stylized master shaders with custom dynamic lighting that are highly optimized for mobile VR
- Worked on all visual effect elements for scene transitions, interactions, and environmental ambience

AR Developer & Project Manager

Queens, NY

GIZMO 4 PRESIDENT! | AR CHILDREN'S BOOK

May 2020 - Sept. 2020

- Led a team of 4 using Unity's AR Foundation to develop an iOS and Android AR adaptation of a children's book
- Designed and developed placeable living 3D dioramas with interactive characters and environments capturing moments in the story
- Authored stylized shaders and particle effects to match the book's original art style

VR Developer & UX Designer

Vancouver, BC

UBC HEART FAILURE CASE STUDY | VR MEDICAL TRAINING

Aug. 2019 - Jun. 2020

- Worked in a team of 5 and in collaboration with UBC Faculty of Medicine, using volumetric video and IBM Watson voice recognition to create a virtual cardiovascular case study to train 2nd year medical students for the Oculus Rift and Quest platforms
- Conducted usability testing with medical students, faculty, and doctors
- Aided in designing the underlying scriptable object data architecture
- Designed and implemented a tutorial/tool-tip system and analytics system for scoring

AR Developer

New Westminster, BC

YOU ARE HOME | AR MURAL

May 2019 - Aug. 2019

- Worked in a team of 4 in collaboration with the New West Business Improvement Association, using Lens Studio to develop a public AR Mural activation to promote the city's new initiatives in technology sector and in support of local artists
- Aided in design of main animation loop concept and 3d modeled key city landmarks
- Created material animations for transitions and supporting visual effects

Project Experience

All Night VR

VR DEVELOPER

Aug. 2019 - Dec. 2019

- A surreal VR narrative that follows the mental battle of an overworked employee as they complete an all-nighter
- Prototyped and developed a wide range of interactable physics based particle systems that accentuate key story beats
- Designed and implemented gaze based mechanics that trigger lighting and material effects that personify the player's mindset

SlapDasch Brewery VR Tour

VR DEVELOPER

Sept. 2019 - Aug. 2019

- Worked in a team of 8 to create a surreal Willy Wonka-esque craft brewery tour with VR motion capture animations
- Designed a physical VR beer cheering interaction system and created various materials to highlight the brewing process

Get Lost VR

VR DEVELOPER

May. 2019 - Sept. 2019

- Worked in a team of 4 to create a survival skills training application to teach users basic map and compass orienteering skills
- Coded all gameplay aspects including, GUI interactions, VR map and compass interactions, day/night cycle, and locomotion system

Stony Campus AR

AR DEVELOPER

Nov. 2017 - Jun. 2018

- A Vuforia mobile AR activated university map and simulator designed to highlight campus events
- Programmed a campus simulation driven by a user-selected class schedule that populates the map with navigating student avatars
- Implemented a campus event system where student NPC's converge on key areas to highlight and promote periodic university events

Skills

Software

Unity, Unreal, Maya, Photoshop, Perforce, Git, Jira

Programming

C#, Blueprints, CG/HLSL, Java, Javascript, CG/HLSL