

# Yiting Liu

New York, NY | [Online Portfolio](#) | [GitHub](#) | [LinkedIn](#)

## Profile

Yiting Liu is an award-winning XR Lead Developer & Technology Strategist. A multi-disciplinary creative technologist working across all industry verticals with leading Fortune 500 clients such as Accenture, CitiBank, ESPN, Comcast (NBCUniversal Studios), Disney, Credit Agricole, and others, she reinvents the future of immersive experiences.

## Skills

**Development:** C#, HTML/CSS/JavaScript, p5.js, three.js, Node.js, Express, Heroku, MongoDB, DigitalOcean, GitHub  
**Software:** Unity, Unreal, Max/MSP, Lens Studio, Effect House, Cinema 4D, Blender, Adobe Suite, Ableton Live

## Professional Experience

**Reality Hack Inc. | Creative Technologist / Mentor**, 2024 Dec. - Present New York, NY / Boston, MA

- Mentored 20 of 50 teams at MIT Reality Hack, providing Unity XR expertise to help several teams into finalists.
- Oversaw development of interactive installations, managing communication protocols, technical computing, and fabrication.

**CyberHub Syndicate | Lead XR Developer**, 2024 Nov. - Present New York, NY

- Unifying project objectives and stakeholders, drastically increasing efficiency and technical understanding.
- Spearheaded a team developing an API solution for a commercial expo, emphasizing user interaction and collaboration.

**Sia Partners | Developer Manager**, 2023 - 2025 Jan New York, NY

- Spearheaded a global spatial computing team of 13, leading large-scale XR deployments. Revitalized a failing project in one month with a superior VR app that exceeded expectations, mentored two developers, and boosted productivity by 50% through daily progress reports.
- Built an internal art generator tool for branding, reducing production time by 40%. Created AI web tools for global teams, streamlining business pitching and official adoption.
- Technology: OpenXR, OpenAI, AR, VR, Hand/Eye Tracking, Next.js, TailwindCSS, React, Typescript

**Future Colossal | Creative Technologist**, 2021 - 2023 New York, NY

- Led interactive experiences for Fortune 500 clients (2,000+ daily), drawing 90,000 in four months.
- Handled risk assessment, documentation, and post-mortems to optimize future projects.
- Engineered immersive systems for theme parks, finance, and sports using Computer Vision, ML/AI, AR, UDP/OSC, Projection Mapping, and DMX.

**NYU ITP | Coding Lab Manager**, 2020 - 2021 New York, NY

- Resolved technical challenges in creative coding, physical computing, interaction design, and VR/AR across 136 remote sessions, demystified programming concepts for 40+ students, and led three advanced ITP Camp workshops (Unity, Spark AR, time management).

**Resilience 2032 | AR Developer**, 2020 New York, NY

- Pioneered dynamic AR filters for the Resilience 2032 campaign, enhancing social media engagement and driving voter awareness for the 2020 elections, generating 4,200+ impressions in the first month.

## Awards & Special Projects

- **MIT XR Hackathon** [Grand Prize Winner](#)
- [ComplexityJam](#) Cash Award for Development
- **Adobe Creative Jam** People's Choice Award & Runner Up for the Judges' Award
- [XR Brain Jam](#) for Games for Change 2022 & [Publicized by Unity](#)
- [Bucolic Terrains](#) for Microsoft's Spirit of Being

## Speaking Engagements

- [Interview for Producers Club NY NJ](#) 2024 Oct
- **XR Motion Podcast on Yiting's Career in XR** 2024 Aug
- [YouTube/Spotify](#)
- **XR Motion - Greenpoint Film Festival** 2024 June
- **Girls Inc. - Park East High Speaker Event** 2024 Mar
- **AIGA 2023 Panel on Future of XR Design** 2023 Nov
- **XR Guild - OG first speaking engagement** 2023 July

## Education

### New York University

Master of Professional Studies, Major: Interactive Telecommunications Program

### University of Wisconsin-Madison

Bachelor of Business Administration & Bachelor of Arts, Majors: Marketing, Film Production, Minor: Digital Studies