

# Victor Yunqi Hu

## AR Product Designer/Prototyper

### Experiences

#### Niantic - UX Designer/Pokemon GO AR Design Lead

Aug 2019 - Present, San Francisco

- Led design, prototyping and user testing for various AR features in Pokemon GO including: AR multiplayer, AR occlusion, and AR mapping;
- Led design and drove product decision for location based AR experience in Pokemon GO;
- Pitched a real-world AR experience to the company; Recruited and led a team of five within Niantic to prototype the feature, which landed on company's AR roadmap;
- Worked with AR R&D team to shape the roadmap of Niantic's AR platform

#### Magic Ideation - Founder (side project)

Oct 2018 - Jul 2019, San Francisco

- Led a team of five to prototype an AR ideation application on the platform of Magic Leap
- Won the 3rd place of Magic Leap - AT&T hackathon in 2018
- Directed and produced a concept video for fundraising

#### Side - Product Designer

Aug 2017 - Feb 2019, San Francisco

- Led design and user research of multiple features supporting online real estate transactions
- Led part of the design system creation

#### Wanderful - Founding Product Manager, AR (side project)

Oct 2017 - Jul 2018, San Francisco

- Led design of several core features for a mobile AR social application
- Managed design and development process using agile methodology
- Shipped a beta version in Chinese market

#### Jaunt VR - UX Design Intern

May 2016 - Aug 2016, Palo Alto

- Designed new social features for VR 360° video experience
- Delivered design solutions for a mobile 360° video distribution platform from ideation to high-fidelity prototypes

### Contact

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412-378-8755

Portfolio: [yunqi-hu.github.io/XR](https://yunqi-hu.github.io/XR)

### Education

#### University of Michigan

04.2017, Ann Arbor, MI

M.S. in Information

Human-Computer Interaction

#### Carnegie Mellon University

09.2014 - 03.2015, Pittsburgh, PA

Visiting Scholar

Research on Computer Vision

#### Chongqing University of

#### Posts and Telecom

06.2015, Chongqing, China

B.E. in Electronics

### Skills

Figma, Sketch

Adobe Creative Suites

Unity/C#

Unreal(blue print)

### XR Platform Experiences

Niantic Lightship

ARKit, AR Core, Vuforia

Google Tango

Magic Leap

Oculus Rift/Quest

Google Daydream