Cyrus Vachha

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Blog | Youtube Channel | LinkedIn

Student at UC Berkeley (Computer Science) Class of 2023, GPA 3.8

CS 70: Discrete Mathematics and Probability Theory, CS 61C: Machine Structures, Data 100: Principles and Techniques of Data Science, CS 188: Introduction to Artificial Intelligence, CS 184: Foundations of Computer Graphics, CS 189: Introduction to Machine Learning

Skills

VR/AR Experience Designer, Python, Java, C++, Unity Certified Developer, 3D Modeler in Autodesk Maya, Autodesk 3ds Max, and Blender, examples found here, Alexa Skills Developer

Projects

Medical VR Experience on Dysautonomia - Educational medical VR experience. Materials and Stanford Big Data Conference 2019 Poster found here
Block Dash VR - Mobile VR game developed in Unity on Google Play Store
Alexa Skills - Published 15 Amazon Alexa Skills with overall of 2,000+ enables
Solar System VR - Educational mobile VR app for VR|AR|MR company

Experience

Microsoft *Intern*
2022
- Software engineer intern in the Surface DVSE Camera and Display team

UC Berkeley *Research Intern*
2021 - Present
- Project on asymmetrical communication between VR and non VR users through Unity and web servers, in the lab of Bjoern Hartmann. This package will be used in a VR graduate class.
- Publication: WebTransceiVR: Asymmetrical Communication Between Multiple VR and Non-VR Users Online - CHI EA '22: Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems · Apr 28, 2022

Kinshapes/Ibariki Media *Intern*
2018 - 2020
- Creating VR experiences/projects
- Experience with integrating 3D volumetric captures into a VR project
- Historical VR app on the life of George Horton for Dr. Cecil Brown, Stanford University

Blaze Game Studios *Co-founder*
2014 - 2019
- Conducted Lua, Java, and Mobile Game Development camps for middle and high school students and developed mobile apps for iOS and Android

Mission San Jose High School VR/AR Club *Co-founder and President*
2017 - 2019
- Developed curriculum and taught high school students VR/AR development and 3D modeling

Awards

Eugene L. Lawler Award - Berkeley EECS - 2022

Gayle Meyers Award - MSJHS - 2019

Unity Certified Developer - 2017 (Certification id: 201703UCD1659)

First 1000 Alexa Skills Developer - 2016

Best Application Award CodeDay - 2015

Top 250 Intel RealSense App Challenge 2014