Edward Lok

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PROFESSIONAL EXPERIENCE

SunnyBoy Entertainment
Unity Developer/XR Consultant   January 2019 – April 2019
- Developed and deployed a Windows-based mobile product display application to be used at tradeshows
- Supported the R&D of several AR/VR related pitch projects to assess scope and feasibility

Twentieth Century Fox
Content Innovation Intern – Unity AR Developer   June 2018 – August 2018
- Worked with the Content Innovation team to design and develop a location based Augmented Reality storytelling experience that traverses the Fox Studio Lot in the form of a narrative plot points
- Implemented the latest ARKit 2.0 features to create 4 unique activations that showcased different levels of user interactivity in mobile AR
- Presented the final application and learnings of the business use cases of our AR project to executives to prove that this nascent technology can serve as a compelling Entertainment platform

Paper Triangles
Unity Virtual Reality Developer Intern   June 2017 – November 2017
- Assisted in the development and exhibition of an interactive environmental awareness Augmented Reality Data Visualization Application that was displayed at the Future of Story Telling Festival
- Developed and pitched a Minimal Viable Product Virtual Reality Showroom Mobile Application to the client that resulted in a renewed contract to continue development of application
- Drafted a Software Specification Document focusing on app design, functionality and user experience

CO-CURRICULAR EXPERIENCE

Reality Virtually Hackathon @ MIT
Hackathon Participant   January 2019
- Designed and prototyped an immersive, interactive classroom learning enhancement tool, In.Class that depicts a futuristic smart classroom environment utilizing the Magic Leap One Mixed Reality Headset
- Implemented real time speech-to-text transcriptions to allow students with learning disabilities to follow along with lectures, eye tracking to identify student engagement levels during class and Augmented Reality 3D object placement to allow better understandings of complex subjects

Virtual Reality @ UC Irvine
Founder & President   January 2018 – January 2019
- Founded the school's first Virtual Reality Development organization, VRUCI to encourage greater on-campus VR exposure and inspire more students to pursue a career or hobby in VR
- Mentored 5 teams of club members on ideation, project development, scoping, and Unity Scripting in VR for a club wide Minigame Project on the Oculus Go mobile platform
- Led a team of 10 club officers on strategy, organizational planning, recruitment, and outreach

The Next Fairy Tale VR
Unity VR Developer   March - June 2018
- Worked with a team of UX/UI designers, artists and Unity developers to create a pre-show narrative driven VR experience based on an upcoming theatrical play, The Next Fairy Tale
- Utilized the Agile development process to build the experience and player interactions from ideation to completion and conducted thorough bug testing

EDUCATION

University of California, Irvine
B.S. in Computer Science – GPA 3.35   Graduated December 2018

QUALIFICATIONS
- VR/AR/3D/Mobile Unity Application Development Experience across multiple platforms