Edward Lok

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PROFESSIONAL EXPERIENCE

ARCortex
Unity AR/VR Developer   May 2019 – Present
- Served as the lead developer on 2 client projects supporting the development process of a Multi-user VR Training Platform for the Vive and a rapid interior design prototyping tool on the Magic Leap One
- Implemented and evaluated the performance and stability of Augmented Reality 2D Image Marker, 3D Object Tracking Solutions to gain insight on integration across Android and iOS devices
- Assisted in building a cross platform (Android, iOS, HoloLens) demo to showcase Azure Spatial Anchors enabling persistent AR content saved to the cloud that can be shared by multiple devices

SunnyBoy Entertainment
Unity Developer/XR Consultant   January 2019 – April 2019
- Developed and deployed a Windows-based mobile application to be utilized at industry tradeshows as the client's interactive electronic product display and user information collection tool
- 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

CO-CURRICULAR EXPERIENCE

AT&T Shape Hackathon
SpectateXR (4th Place Overall App)   March 2019
- Prototyped an interactive and immersive new cross platform AR/VR app for eSports viewers to interact with live gaming events and competitive eSports matches utilizing 360° Video, VR and AR
- Built the virtual environment to mimic a live eSports match and user interactions to allow spectators the freedom to control their camera perspective (god view, third-person and first-person views)

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

EDUCATION

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

QUALIFICATIONS
- VR/AR/2D/3D/Mobile Unity Application Development Experience across multiple platforms