# Zongzhen (Jack) Yang

Highly motivated Computer Science and Communication Arts student with 6+ years' experience in VR/AR. A passionate team player who strives to make a difference in how people perceive the world and eagers to gain new experience.

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## EDUCATION

### UNIVERSITY OF WISCONSIN - MADISON

B.A. in Computer Science & Communication Arts
Teaching Assistant for CS559 Computer Graphics (Fall 2019 & Spring 2020)

### SETON HALL PREPARATORY SCHOOL

National Honor Society

## SKILLS

**Virtual Reality**
Unity • Leap Motion • Open VR • Oculus • Data Visualization • VR Design • Social VR • Blender • THREE.js • Motion Tracking • ARkit • ARCore • Vuforia

**Programming Languages**
C# • Java • JavaScript • Flutter • HTML • MATLAB • Latex • Swift • Git • C++

**User Experience Design**
Interaction Design • Usability Testing • Sketch • Adobe XD • Photoshop • 3D UX Design

**Communication**
Team Communication • Public Speaking • Presentation • Negotiation • Cross-cultural Communication • Virtual Communication

## COURSE WORK

**Computer Science**
Computer Graphics
Data Visualization
Virtual Reality Specialization
Wearable Technology
User Experience Design
Game Design
Software Engineering

**Communication Arts**
Persuasion and Speeches
Online Communication
Transmedia Storytelling
Dale Carnegie Training

## RESEARCH

### KATS LABATORY OF APPLIED PHYSICS
RESEARCH ASSISTANT
October 2017 - Present
- Design different algorithms to simulate different color visions including colorblindness
- Create and program Virtual Reality spaces to visualize research findings through color calibrated VR headsets

### UW COMPUTER GRAPHICS LAB
RESEARCH ASSISTANT
September 2019 – May 2020
- Design remote mimicry control of robot arms with Vive controller in an Unity simulation environment
- Design and perform experiments that study the performance of various feedback when remote controlling robot arms

### UW HUMAN COMPUTER INTERACTION LAB
RESEARCH ASSISTANT
April 2017 - November 2017
- Work on a robot that help elementary school children to read
- Develop an algorithm that rank books the readers are mostly likely to be interested in based on history and preferences
- Collaborate with engineers to add speech recognition and feedback features to robots

## EXPERIENCE

### HOLOS
UNITY DEVELOPER INTERN
May 2019 - Now
- Work with Unity and Leap Motion hand tracking to develop Virtual Reality platform for interactive learning
- Collaborate with CTO and co-founder to design, prototype, implement, and maintain interaction mechanics such as virtual objects and augmented gestures
- Develop virtual reality ad campaigns for the company

### CARNEGIE MELLON UNIVERSITY GAME ACADEMY
PRODUCT MANAGER & DEVELOPER
May 2015 - August 2015
- Develop two arcade-inspired game and an interactive Virtual Reality called Kitchen Kraving (soon to be published on Oculus store)
- Work with Maya to create 3D models and implement player interaction with Unity to create realistic player's virtual experience