

Zongzhen (Jack) Yang

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Highly innovative and motivated XR developer with 5+ years' experience in the industry. A passionate team player who strives to make a difference in the world by creating immersive experiences.

EDUCATION

University of California San Diego | VR Development Professional Certificate July 2020 - December 2020

University of London | Specialization in Virtual Reality January 2020 - June 2020

University of Wisconsin Madison | B.A. in Computer Science & Communication Arts August 2016 - June 2020

PUBLICATIONS

J. Salman, M. Gangishetty, B. Rubio-Perez, D. Feng, Z. Yu, Z. Yang, C. Wang, A. Shahsafi, D. Congreve, M. A. Kats, "Passive frequency conversion of ultraviolet images into the visible using perovskite nanocrystals", *Journal of Optics* (2020)

RESEARCH

Kats Laboratory of Applied Physics | *Paper submitted for peer review* October 2017 - Present

Researcher (Matlab | Unity | Oculus Rift)

- Design psychometric algorithm to simulate different types of color vision deficiencies
- Program Virtual Reality spaces to visualize research findings through color-calibrated Oculus headsets

UW Computer Graphics Lab September 2019 - May 2020

Researcher (Unity | ROS | HTC Vive)

- Designed and implemented mimicry control system that allow remote control of robot arms with Vive controller in virtual reality
- Developed a motion playback system that inputs robotic data from experiments and replicates exact robot arm movement in a virtual environment.

EXPERIENCE

Holos May 2019 - Present

Unity Developer (Unity | Leap Motion | Blender | SteamVR)

- Work with Unity and Leap Motion hand tracking to develop Virtual Reality platform for interactive learning
- Collaborate with CTO and co-founders to design, prototype, implement, and maintain interaction mechanics such as virtual objects and augmented gestures

CS559 Computer Graphics Fall 2019 & Spring 2020

Teaching Assistant (THREE.js | Git)

- Provided tutoring and support to more than 350 students on course content and assignments for 2 semesters.
- Assisted head faculty member with designing classroom material and grading projects.