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Kyle Qian

EDUCATION

Stanford University
Overall GPA: 3.8/4.0
M.S. Computer Science '19 (Systems, HCI)
B.S. Symbolic Systems '17 (HCI)

ORGANIZATIONS

Core @ Rabbit Hole VR
June 2017 – Present
Hosting VR 4 Everyone, a free VR conference attracting over 500 attendees *(www.rabbitholevr.org)*

Section Leader @ Stanford CS
March 2016 – December 2016
Taught weekly sections, held office hours, and graded assignments for CS106A (**Java**) and CS106B (**C++**)

Project Lead @ Stanford Marketing
May 2015 – June 2016
Led marketing research & consultation projects for clients such as Twitter

RESEARCH

Driving with the Fishes: Mindful Virtual Reality for Commuters
Studied the physiological effects of experiencing dynamic VR content while inside a moving vehicle

Faces of Health: Source Credibility in Digital Avatars
Deployed a simulated chatbot to gauge consumer preference between various anthropomorphized avatars

TECHNICAL SKILLS

Unity, Node/Koa/Express, AngularJS, Ruby on Rails, Sinatra, Flask, iOS

C++, C#, Python, JavaScript/ES6, Ruby, Java, Swift, HTML/CSS

ASK ME ABOUT

meditation, augmented/virtual reality, behavior design, NBA trivia, Smash Bros.

WORK EXPERIENCE

Software Engineering Intern @ Google
Summer 2018 (Venice, CA)
- Implemented multithreading primitives for a **C++** Bluetooth library that will drive cross-device proximity features between Chromebooks and Android phones
- Contributed to the open source Chromium project (commits: *http://bit.ly/kyle-cros*)

VR Engineering Intern @ STRIVR
Winter 2018 (Menlo Park, CA)
- Implemented instructor tools for live training in VR using **Unity** (MVP was shipped to client by end of quarter)
- Prototyped a proof-of-concept for a wireless, one-to-many version of the above

VR Engineer @ Stanford School of Medicine
Spring 2018 (Stanford, CA)
- Created and optimized a graphics pipeline to visualize cardiovascular simulations in VR using **Unity** and ParaView

VR UX Designer @ Stanford Design Program
Spring 2017 (Stanford, CA)
- Applied perceptual psychology to prototype visually-augmented social interactions
- Built in **Unity** for the HTC Vive and Microsoft HoloLens, sponsored by Samsung R&D

Course Assistant @ Stanford Game Design and Development (CS 146)
Autumn 2017 (Stanford, CA)
- Created Stanford's first ever **Unity**-driven game development course
- Held instructional office hours, designed course infrastructure, and graded student projects for a class of 60 motivated game-makers

Software Engineering Intern @ Qualtrics
Summer 2017 (Seattle, WA)
- Built a **Node**/**AngularJS** microservice from scratch to enable public embedding of live-updating data visualizations
- Implemented an eager caching mechanism to address scalability and security

PERSONAL PROJECTS

Charleston Reconstructed
2018 - 2019
- Creating subversive, site-specific augmented reality experiences for contested post-Civil War monuments *(http://bit.ly/kyle-magic)*
- Funded through a Magic Grant awarded by the Brown Institute for Media Innovation

Sounds of the Woods
Spring 2018
- Released an audio-based VR horror game to the Oculus storefront
- Created in **Unity** for the Oculus Go, utilizing concepts in sonic perceptual psychology

Scribble
Winter/Spring 2018
- Created a **Unity**/**iOS** application in collaboration with Oculus to turn smartphones into 3DOF VR controllers with handwriting recognition