kyleqian.com
kyleqian@stanford.edu
(510) 701-0351

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 600 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 (MVP was packaged and shipped to Chipotle by end of quarter)
- Prototyped a proof-of-concept for multiplayer 360° VR experiences in **Unity**

VR Engineer @ Stanford School of Medicine
Spring 2018 (Stanford, CA)
- Created a graphics pipeline to bring blood flow visualizations into VR via **Unity**
- Worked in close collaboration with the Cardiovascular Biomechanics Computational Lab led by Dr. Alison Marsden

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

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

BreatheWith Unity Plugin
Summer 2017
- Used the **.NET** threading library to create a **Unity** prefab for reading serial port data
- Developed for BreatheWith, a breath sensor created by JunoVR (*www.junovr.com*)