

Kyle Qian

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Professional

Spring 2020—Present
Menlo Park, CA

VR Engineer / Facebook Reality Labs

Rapid prototyped and shipped 3D manipulation UX for world creation in Horizon, Facebook's social VR platform. Worked closely with product, design, and UX research to collect and triage user feedback. Conducted competitive analysis on existing VR creation tools.

Summer 2019
San Francisco, CA

AR Engineering Intern / Google Daydream

Prototyped mobile AR interactions and UI for Google Lens, a camera-based visual search platform.

Winter 2018
Menlo Park, CA

VR Engineering Intern / STRIVR Labs

Created and shipped a VR training tool for instructors at Walmart, Chipotle, and the NFL to play and annotate 360° videos on multiple headsets in a live classroom setting.

Projects

Fall 2018—Spring 2020

Dear Visitor

Launched a mobile AR storytelling experience centered on monuments and contested public spaces. Team of four was awarded a Magic Grant by the Brown Institute for Media Innovation. Named by Forbes as a top AR installation of 2019, among other news coverage.

Spring 2018

Sounds of the Woods

Released an audio-based VR horror game on the Oculus Store with over 2.5K players. Made with Unity for the Oculus Go within a month of device availability.

Winter/Spring 2018

Scribble

Led a team of four to create a new and intuitive way to input text in VR via handwriting on smartphones. Presented prototype and results to Oculus UX researchers and engineers.

Education

Graduated Spring 2019
Stanford, CA

Stanford University

B.S. Symbolic Systems / Human-Computer Interaction
M.S. Computer Science / Human-Computer Interaction

Grew Stanford XR from 6 students to over 50. Organized the Stanford Immersive Media Conference with over 400 attendees.

Conducted original VR research and published in ACM IMWUT.

Taught Unity development in the augural class of CS 146 (Introduction to Game Design & Development) under Prof. Doug James, consulting Senior Research Scientist at Pixar.