

# Siyuan Qiu

☎ (646) 379 6105  
✉ [siyuan.qiu1@gmail.com](mailto:siyuan.qiu1@gmail.com)  
📁 [siyuanqiu.com/showreel](http://siyuanqiu.com/showreel)

Unity/Unreal Developer, Film Critic  
M.S. in Integrated Digital Media at New York University

## In-House Experience

2019-2020 **Co-founder & Developer**, *Voor 3D*.

- Design and optimize the technology pipeline to load 3D fashion assets to VR from the cloud.
- Set up AWS S3 and Elastic Beanstalk sever to provide Unity AssetBundle.
- Develop and maintain a multi-platform (Oculus Quest, iOS, Android) VR viewing app in Unity which loads 3D showrooms using AssetBundle.
- Work closely with artists to optimize 3D assets for realtime performance.

2018-2020 **Front End Developer**, *Squint/Opera*.

- Use Unity and Unreal to develop large-scale multimedia interactive experiences; prototype, program, and troubleshoot in liaison with AV integrators.
- Design UI/UX and build look/gameplay in immersive storytelling and gaming projects.
- Work closely with creative directors and designers to create prototypes and visual references in pitch decks and proposals.

2018 **Adjunct Instructor**, *NYU Courant Institute of Mathematical Sciences*.

- Set up workshops and created tutorials in Programming for Mobile VR course, covering Unity C# programming, 360° UI/UX design, performance optimization, and multiplayer networking.

## Freelance Work

2020 **Metamorphic**, *Multiplayer VR Experience premiered at Sundance International Film Festival*.

- Built avatars with mo-cap animation tree and IK to interact with multiple players in the networked VR environment.

2019 **Data Visualization Software**, *Moet Hennessy USA*.

- Updated the existing Unity data visualization software to fix bugs, implement more intuitive interactions, and achieve better performance.

2019 **Porton Down**, *VR Storytelling Experience premiered at Venice International Film Festival*.

- Created a custom 3D render engine to import, process and stylistically render Tilt Brush models in Unity.
- Co-programmed the timeline narrative and gameplay.

## Media Experience

2016-Present **Podcast Co-host, Writer**, *Fanpie Film*.

- Co-host, write for *Fanpie Film*, one of the most popular film podcasts in Mandarin, with more than 200,000 subscribed listeners.
- Cover film and new media events at major film festivals.

## Skills

Programming C#, HLSL, C++

Media Houdini, Adobe After Effects, Audition, Photoshop, Premiere

Platform Unity and Unreal