

Siyuan Qiu

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

In-house Experience

- 2018-Present **Front End Developer**, *Squint/Opera*.
- Use Unity and Unreal to develop multimedia interactive experiences; prototype, program, and troubleshoot in liaison with AV integrators.
 - Lead look dev and interaction programming for immersive storytelling and gaming projects.
 - Build and maintain the Unity toolset with a series of editor & runtime plug-ins for analytics, bootstrapping, CMS integration, multi-language support, and video encoding.
 - Create prototypes and visual references for pitch decks and proposals.
- 2018-Present **Co-founder & Developer**, *Voor 3D*.
- Design and optimize the technology pipeline to dynamically load 3D fashion assets from the remote server into a VR environment.
 - Develop and maintain the company's multi-platform (Oculus Quest, iOS, Android) VR app to view photo-realistic showrooms and garments.
 - Set up AWS Elastic Beanstalk backend to provide the front-end application with Unity AssetBundles.
 - Work closely with artists to optimize 3D assets for realtime performance.
- 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.

Freelancing Experience

- 2020 **Metamorphic**, *Multiplayer VR Experience premiered at Sundance International Film Festival*.
- Built 3D avatars with mo-cap animation trees and IK to interact with multiple players in a networked VR environment.
- 2019 **Data Visualization Software**, *Moet Hennessy USA*.
- Created a new user interface and optimized the performance of the client's existing data visualization software.
- 2019 **Porton Down**, *VR Storytelling Experience premiered at Venice International Film Festival*.
- Created a custom render engine to import, optimize and stylistically animate Tilt Brush models in Unity.
 - Co-programmed the hand-tracking VR interaction 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#, C++, HLSL
Media Houdini, Adobe After Effects, Audition, Photoshop, Premiere
Platform Unity and Unreal