Langchen Xiang

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EDUCATION

University of California, San Diego   Sep 2022 – Jun 2026
Bachelor of Science in Mathematics and Computer Science   GPA: 3.8/4.0

INTERNSHIP

Software Design Engineer Intern, Origami Air Studio — *Unity, C#, HCI*   Jan 2025 – Present
- Developed Hyperbikes Esport title on Meta Quest, collaborating with the studio team
- Reduced motion sickness by framing headset view; validated via user testing for immersion and comfort
- Engineered a quadcopter motion control system, achieving realistic drone handling & improved playability
- Architected HCI-based control system to streamline onboarding and enhance engagement

Game Developer/Designer, Maveric Studio — *Unity, C#, Udon Graph, Jira*   Sep 2024 – Dec 2024
- Co-developed and published VRChat puzzle game in a 4-person interdisciplinary team in 10-week
- Led development of core mechanics (physics, puzzles, UI) using Unity C# and Udon Graph
- Boosted prototyping speed by 50% using AI tools and led Jira-driven sprint planning and help sessions

PROJECT

AR Software Developer, Cardiology Simulator Research Project — *Unity, C#, AR*   Jun 2025 – Present
- Built AR simulator for ASD closure procedures with catheter tracking and simulated fluoroscopy, aiming to reduce training cost and radiation exposure
- Advised on hardware selection and design strategy to ensure clinical relevance and scalability
- Collaborated with cardiologists and engineers in biweekly meetings to refine goals and align design

VR Software Engineer, Simulife Project — *Unity, Gemini API, AI*   Jun 2025
- Led and developed AI-driven multi-agent simulation in Unity to model emergent social behavior
- Designed token-efficient and context aware agent prompting system using Chain of Thought and Gemini API, cutting cost per interaction by 72%
- Presented at AWEXR 2025 (5,000+ attendees) on applications of social AI in immersive storytelling

UX Designer, Eco App Prototype — *Figma, HCI, UX Design*   2025
- Designed a sustainability scanner app in Figma using HCI principles; delivered a clickable high-fidelity prototype in 3 weeks

Developer, Unity Object Scanner — *Unity, Interaction Design*   2024
- Designed and built a customizable Object scanning system in Unity, prioritizing intuitive user experience and clear information design

Designer, Poster Design — *Adobe Suite, Visual Communication*   2023
- Created conceptual posters with unique layout and type design for effective visual storytelling

ADDITIONAL INFORMATION

Technical Skills: Python, Java, C, C++, C#, Unity, Figma, Jupyter Notebook, Visual Studio, LaTeX, Adobe Creative Suite, Microsoft Office Suite, AI-assisted development tools
Languages: Chinese (Native), English (Fluent)
Campus Leadership:
- **Principal Officer, IUSM Student Club (2023–Present):** Led event planning and outreach; coordinated club activities and student engagement
- **Apprentice, Envision Lab (2023–2024):** Managed 3D printers and laser cutters; resolved 10+ hardware issues per week; conducted electronics repair and electric vehicle troubleshooting