

Toby Zhang

Virtual Reality & Augmented Reality Specialist

Education

Virtual Reality & Augmented Reality Specialist

Dec. 2022, Montreal QC, Canada

Champlain College

Programming for VR 1 – Python & Algorithms

Programming for VR 2 – C# & Unity

Programming for VR 3 – C++ & Unreal

Experiential 3D Animation

Immersive 3D Architecture

360° Videos - Dimensional Video & Audio Capture

Thompson Rivers University

June 2022, Kamloops BC, Canada

Master of Education (GPA 4.26/4.3)

Focus on online curriculum and learning:

Curriculum, Teaching and Learning (A+)

Designing Multimedia for the Curriculum (A+)

Educational Technology in the Curriculum (A)

Inquiry Across Curriculum (A+)

Computer Graphics

Aug. 2017, Montreal QC, Canada

Pius Culinary Institute & Business Centre

Bachelor of Arts in Education

June 2016, Chongqing, China

Chongqing Normal University

Experience

Technical Lead – Champlain College ([AR Storytelling](#))

Apr. 2022 – Aug. 2022, Montreal, QC, Canada

- Identified potential projects and sourced team members
- Delegated tasks and implemented the project timeline for four months
- Mapped progress goals and monitored the process via using project management tools
- Solved technical issues with the team and guaranteed cohesion and involvement

Director of Multimedia Department – SA Institute

Apr. 2019 – Apr. 2020, Montreal QC, Canada

- Worked collaboratively with subject-matter experts on the development of online courses
- Supervised and trained 20 student interns in various design and e-learning projects
- Managed and led social media campaigns (YouTube, Wechat, Facebook) with over 5k followers.

Multimedia Developer – SA Institute

June 2018 – Apr. 2020, Montreal QC, Canada

- Designed and launched the school website with other departments in 3 months
- Assisted in developing storyboards for electronic productions such as multimedia, interactive and digital products
- Developed and implemented video projects for online video platforms (YouTube & bilibili) that helped the immigration department achieve seven-figure revenue in one quarter
- Designed and produced marketing materials to streamline student recruitment with a 30% increase in monthly

[Portfolio](#)

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Projects

[AR Pet Simulation](#)

[VR Game](#)

[360 Virtual Tour](#)

[360 Video](#)

[Educational Projects](#)

Skills

Coding

HTML & CSS

Python

C# in Unity

Immersive Experience

Blender

Unity 3D

Unreal Engine

Graphic

Adobe Photoshop

Adobe InDesign

Video

Adobe Premiere Pro

Adobe After Effects

e-Learning

Adobe Captivate