

Vivian Ngiam

AR/VR Designer & Prototyper

with a background in Product Design & Graphic Design



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// EXPERIENCE

Neurohue x Center for Innovation in Mental Health (NYC) MAY 2022 - Present

Lead Researcher for AR Mental Health training tool

Led research and design of AR-glasses mental health training that uses virtual patient simulation and conversational AI. Created framework and conducted user testing.

NYU Interactive Media Arts (NYC)

SEP 2022 - OCT 2022

AR Graduate Teaching Assistant for Fairy Tales in the 21st Century

Developed lesson plans and taught different AR tools (SparkAR, Lens Studio, Adobe Aero, Unity). Regularly reviewed undergraduate work and provided valuable guidance.

Subvrsive (AR/VR Creative Studio, ATX)

JUN 2022 - AUG 2022

XR Designer, Social AR lead (Intern)

Successfully designed, implemented and launched AR filters that established the company as an industry leader. Produced innovative AR templates and detailed documentation for incorporating AR in the workflow pipeline. Led user experience design and design thinking in development of a full game on Roblox for B2B marketing.

Nomi Network (NGO combating human trafficking, NYC) JUN 2022 - AUG 2022

AR Prototyper & Lead User Experience Designer (Intern)

Led product scoping for a digital product aimed to be used in the Dallas shelters with female-identifying youth. Conducted rapid prototyping and user-testing with a functional prototype that has mobile AR features that proved to spark interest in youth.

ViSenze (AI E-commerce Start-up, Singapore)

FEB 2021 - AUG 2021

Product Designer

Delivered functional prototype of an e-commerce shopping tool with AR features for client Singapore Airlines' KrisShop. Spearheaded designing of end-to-end product features of company's core product from ideation to launch. Successfully led the design system migration from Sketch to Figma and crafted guides on the company's Medium.

Up and Out (Social Enterprise Start-up, Singapore)

JAN 2020 - JUL 2021

Co-founder, Business and Product Design

Championed a push for holistic sex education and better support for survivors of sexual violence. Successfully fundraised to support therapy for survivors. Awarded the NUS Innovation & Enterprise Practicum Award and featured on local news.

With.Network (Alumni & Mentorship Start-up, Singapore) SEP 2020 - JUL 2021

Co-founder, Product Design Lead

Spearheaded company branding and product. Led product design team through rapid prototyping of a complex and comprehensive platform with user-facing, admin and super admin interfaces aimed to help underprivileged students. Featured on local news.

NUS School of Computing (Singapore)

JAN 2020 - MAY 2020

Teaching Assistant for Interaction Design Course, CS3240

Developed syllabus and assignments that taught human-computer interaction design skills and reviewed undergraduate work. Taught: prototyping tools (Adobe XD, Figma, Invision, Balsamiq) and programming (HTML/CSS, Bootstrap, jQuery).

EX.CO (Ad-Tech Start-up, New York City)

AUG 2018 - JUL 2019

Marketing, Storytelling Team

Created live campaign content for clients LEGO, Macy's, Warby Parker, Eggland's Best, Zipcar, Hungarian Tourism and organized successful events such as at OMD Nielsen.

// EDUCATION

New York University (NYU)

- Interactive Telecommunications Program (ITP), Masters of Professional Studies
- Specialized in AR, VR, XR, AI storytelling, empathy, music
- Grade A in Mobile Augmented Reality class, chosen for exhibit

National University of Singapore (NUS)

- Interactive Media Design & Development, Bachelor of Social Sciences [1st class Honors, Highest Distinction]

// ACHIEVEMENTS

- "Most Future Thinking" Prize in Human Performance Hackathon 2022 (AR Mental health training product)
- AR work on Body Dysmorphic Disorder shown in Active Minds 2022 Mental Health Exhibition
- VR work IGNITE won a prize at CS project showcase 2022
- 1st Prize @HackRU Spring '19 (AR health shopping tool)
- 2nd @15th STePS (Peer mental health support tool)
- 2nd Runner Up @Singapore Airlines AppChallenge 2019

// SKILLS

XR: SparkAR, Lens Studio, Effect House, Unity, Unreal, Oculus Quest 2, Hololens, ARKit, Magic Leap

Design: Blender, C4D, Maya, Figma, Adobe Suite, Procreate

Professional Certificate in Artificial Intelligence for Non-AI Scientists

Executive Certificate in Data Analytics and Data Visualization