Yaqin Huang

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WORK EXPERIENCE

SolidWorks eDrawings R&D Dev Engineer | Unity & C++ & HoloLens **MAR 2018-MAR 2020**

- Use Unity, MRTKV2 and GLTF Importer to develop the HoloLens 2 Augmented Reality CAD Model viewer app that allows user to load multiple GLTF models, mate models to physical environment and move/rotate/scale models
- Use C++ OpenGL based Render System to develop the HoloLens 1 CAD Model viewer streaming solution that is streamed from eDrawings Desktop so user could load extremely large model
- Use C++ OpenGL based Render System to implement Section View in eDrawings Desktop: user could move Section Plane along local axes and change direction of Section Plane with informative plane and border color change

SolidWorks AR Software Developer Intern | Unity & HoloLens **MAY 2017-JAN 2018**

- Demoed in Solidworks World 2018 Conference, Use Unity, MRTKV1, Dropbox API and Spectator View toolkit to develop the Proof-Of-Concept HoloLens 1 AR CAD Model viewer app that allows user to load multiple GLTF models from local storage or Doprbox cloud, mate models to physical environment and move/rotate/scale models and provide third-person angle with DSLR camera

PATENT

"Systems and Methods for Mating Virtual Objects to Real World Environments". Patent Pending **FEB 2019**

- Work closely with UX designer to brain-storming new interactions and tools to overcome the difficulty of selecting and placing objects precisely in AR environment
- Use Unity Engine and MRTKV1 to develop the selecting and mating tools so user could archive the same workflow with minimum cost

EDUCATION

BOSTON UNIVERSITY **SEP 2016-FEB 2018**

- Master of Science in Electrical and Computer Engineering

PURDUE UNIVERSITY **AUG 2012-MAY 2016**

- Bachelor of Science in Electrical Engineering (Dean's list student and TA experience)

AWARDS

Your Ads | Unity & Vuforia & HoloLens **MAR 2017**

- **Discover Virtual 2 Reality Challenge Second Prize, Invited to Innovation Project Conference**

InkFinity | Unity & HTC Vive **NOV 2016**

- **MIT Media Lab Hacking Arts Hackathon Hackers' Choice Award**

RESEARCH EXPERIENCE

MIT Media Lab Fluid Interface Group Virtual Reality Research | Unity & MUSE **MAY-SEP 2016**

- Design and develop Mobile PsychicVR Android app with MUSE brain sensing headband: users get the object control power using brain sensing in single-player mode and visualize brain activities in multiplayer mode