

# Yaqin Huang

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## WORK EXPERIENCE

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**SolidWorks eDrawings R&D Dev Engineer | Unity3D & HoloLens & C++** **MAR 2018-MAR 2020**

- Work closely with teammates under Agile Scrum Methodology, and use U3D, MRTKV2 and GLTF Importer to develop HoloLens 2 Augmented Reality CAD Model viewer app that allows user to load multiple GLTF models, precisely mate models to physical environment and move/rotate/scale models
- Use eDrawings C++ Render System and Microsoft Holographic System to receive inputs and develop cursor, toolbar and drag/rotate/scale/explode features in HoloLens 1 CAD Model viewer streaming solution that is streamed from eDrawings Desktop so user could interact with massive industry model on HoloLens
- Use eDrawings C++ Render System to implement Section View in eDrawings Desktop: user could drag Section Plane along local axes using mouse, hide/show Section Plane and change direction of Section Plane

**SolidWorks AR Software Developer Intern | Unity3D & HoloLens 1** **MAY 2017-JAN 2018**

- Demoed in SolidWorks World 2018 Conference, Use U3D, MRTKV1, Unity Dropbox Asset, and Microsoft Spectator View toolkit to develop the Proof-Of-Concept HoloLens 1 AR CAD Model viewer app
- User could load multiple GLTF models from local storage or Dropbox cloud storage, mate models to physical environment, move/rotate/scale models and provide third-person view with external DSLR camera

## PATENT

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

- Work closely with UX designer to do brain-storming and fast prototyping for new interactions and tools to overcome the difficulty of selecting and placing objects precisely in AR/VR/MR environment
- Use U3D and MRTKV1 to develop the selecting and mating interaction tools so user could archive the same workflow with minimum cost

## EDUCATION

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**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

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**Your Ads | Unity3D & Vuforia & HoloLens 1** **MAR 2017**

- **Discover Virtual 2 Reality Challenge Second Prize, Invited to PYMNTS.com Innovation Project Conference**
- Use U3D, MRTKV1 and Vuforia SDK to build a prototype app that introduces the concept of future advertisements: everyone could enjoy customized 3D interactive ads based on the result of Machine Learning algorithm from personal purchase history

**InkFinity | Unity3D & HTC Vive** **NOV 2016**

- **MIT Media Lab Hacking Arts Hackathon Hackers' Choice Award**
- Use U3D and SteamVR to build a prototype app that offers a unique VR poetic journey inside Chinese traditional ink paintings: by integrated with VR, painting arts rise to a whole new dimension

## RESEARCH EXPERIENCE

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**MIT Media Lab Fluid Interface Group Virtual Reality Research | Unity3D & MUSE** **MAY-SEP 2016**

- Work closely with research instructor to develop Mobile PsychicVR Android app with MUSE brain-sensing headband, where it visualizes real-time brain activities, enhancing user focusing power through playing in single-player and multi-player modes