

Yiting Liu

New York, NY | [Online Portfolio](#) | [GitHub](#) | [LinkedIn](#)

Profile

Yiting Liu is an award-winning XR developer & designer, and multi-disciplinary creative technologist working across all industry verticals with leading Fortune 500 clients such as Accenture, CitiBank, ESPN, Comcast (Universal Studios), Disney, and others to reinvent the future of immersive experiences.

Awards & Special Projects

Award: **MIT XR Hackathon** - Grand Prize Winner as Unity Lead Developer & Designer for Health & Wellness, MSFT HoloLens 2

Award: **ComplexityJam** - Cash Award for Development as Designer for Interactive Digital Narrative, Unreal

Award: **Adobe Creative Jam** - People's Choice Award & Runner Up for the Judges' Award as Market Researcher, Designer, and Video Producer

Special Project: **XR Brain Jam** - Exhibited at Games for Change 2022 & Publicized by Unity, as Unity Lead Developer for Schizophrenia Simulation, Magic Leap One

Special Project: **Bucolic Terrains** - Exhibited at Microsoft's Spirit of Being, as Web Developer for Interactive web art

Skills

Web: C#, C++, HTML/CSS/Javascript, p5.js, three.js, Node.js, Express, Heroku, MongoDB, DigitalOcean, GitHub

Software: Unity, Unreal Engine, Max/MSP, Spark AR, Lens Studio, Effect House, Cinema 4D, Blender, Adobe Creative Suite, Ableton Live

Select Engagements & Portfolio Development / Design Experience

VR - *Bina48* | Unity Developer | Oculus Quest 2

- A VR exhibition to chat with an AI robot in a point cloud environment.
- End User: enthusiasts/museums focusing on AI/ML/VR.
- Technologies: Blender and Facelt (blendshapes), Custom Salsa One-Click scripts (emote), Google Cloud Speech Recognition, Point Cloud, Text to speech, RT Voice, XR integration.

AR - *Sixth Sense* | Lead Unity Developer | Magic Leap One

- An AR app to simulate schizophrenia symptoms authentically and respectfully to foster understanding and empathy.
- End User: Families & Friends of schizophrenic persons, psychiatrists, and medical nurses
- Technology: Unity, Magic Leap One, Google Dialogue Flow v2, Heart Rate Monitor

AR - *Lifelines AR* | Lead Unity Developer & Designer | Microsoft HoloLens 2

- A collaborative therapy tool to build, visualize and analyze your life story on a 3d timeline with impact moments to bring better understanding and healing. With a literal turn of the wrist, easily accessible common therapy tools such as an Emotions Wheel, Empty Chair, and EMDR exercises will be available for healing.
- End User: therapy attendees and therapists, people who want to visualize their life moments
- Technology: Microsoft HoloLens 2, MRTK, MRDL, Unity, Blender, Photoshop

VR - *Dear Nobody* | Unity Developer & Visual Designer & Sound Designer | Oculus Quest 2

- A love letter in VR encourages us to embrace our vulnerability and insecurities.
- End User: People navigating their emotions on their healing journey
- Technology: Unity, Cinema4d, Ableton Lite, Adobe Audition

AMNH - *Immersive Sound* | iOS Developer | Apple Nearby Interaction + Spatial Sound

- An iOS app that plays spatial sound hands-free. It adapts Nearby Interaction and spatial audio in Swift.
- End User: Visually impaired AMNH visitors, sound enthusiasts
- Technology: Swift, Nearby Interaction, Spatial Sound

AR - *Identity Issues Collection* | AR Developer & Designer | Spark AR

- A collection of AR filters exploring identity issues utilizes face, skeleton, target, and plane tracking in AR.
- End User: Instagram/Meta users, activists, culture lovers
- Skills: Spark AR, Blender, Unity, Audition, Ableton Live, Adobe Creative Suite

Web - Sun and Us | Web Developer & Designer | Javascript + Machine Learning

- An interactive audio-visual experience that creates a symphony of field recordings from the sun and us.
- End User: general public, museums with an emphasis on interactive art
- Technology: Tone.js, p5.js, ml5.js, HTML, CSS

Professional Experience

Future Colossal | Creative Technologist, 2021 - Present

New York, NY

- Creative lead for software & interactive experiences for Fortune 500 clients with large-scale deployment (2,000+ people daily)
- Product lead for more than 20 applications for seven rooms with rapid iteration based on content updates for a semi-permanent experience for Camp and Disney that attracted around 90k people within four months
- Clients: Accenture, CitiBank, ESPN, Comcast (Universal Studios), Disney, CAMP, A Family Experience Store
- Technology: Computer Vision with depth sensors, ML/AI implementations, AR technology, UDP communication, projection mapping, and DMX lighting control.

NYU ITP | Coding Lab Mentor, 2020 - 2021

New York, NY

- Identified and troubleshoot technical problems in creative coding, physical computing, interaction design, concept development, web development, and VR/AR development through 136 remote help sessions.
- Explained programming thinking in logic, data structure, and algorithm design to 40+ students.
- Led three online workshops for ITP Camp on Unity, Spark AR, and time management.

Resilience 2032 | AR Developer, 2020

New York, NY

- Translated vision into four engaging AR filters to enhance the social media theater experience to bring awareness of the factors to consider to vote in 2020.
- Developed creative directions to improve the outreach to targeted audiences to generate 4,200 impressions during the Resilience 2032 campaign.

Education

Master of Professional Studies, Major: Interactive Telecommunications Program
New York University

Bachelor of Business Administration & Bachelor of Arts, Majors: Marketing, Film Production, Digital Studies
University of Wisconsin-Madison