

Yiting Liu

New York, USA | P: +1 6085802350 | yiting@yitingliu.com | Online Portfolio: yitingliu.com | Git: github.com/YitingLiu97

EDUCATION

Master of Professional Studies: Interactive Telecommunications Program

New York University – New York, NY

05/2021

Bachelor of Business Administration: Marketing

Bachelor of Arts in Communication Arts: Radio-Television-Film, Digital Studies Certificate

University of Wisconsin-Madison – Madison, WI

05/2019

WORK EXPERIENCES

BlackBox LA – Los Angeles, CA

02/2022 - Present

- Create Spark AR filters for artists to promote their art biweekly with around 4k impressions per filter
- Quick turnaround and iteration based on client feedback within 10 hours.

Future Colossal Creative Technologist – New York, NY

07/2021 - Present

- Execute Unity Development and Computer Vision with depth sensors, UDP communication, and projection mapping.
- Build customizable tools in Unity dynamically for style transfer application, video player keyer, and scene management
- Successfully led and deployed two immersive experiences within two months.
- Practice the design process of conceptualizing, refining, and finalizing an inventive solution
- Set the standard of better documentation for research and development

NYU ITP Coding Lab Mentor – New York, NY

09/2020 - 05/2021

- Identified and troubleshoot technical problems in creative coding, physical computing, interaction design, concept development, web development, VR/AR development through remote help sessions.
- Explained programming thinking in terms of logic, data structure, and algorithm design to 40+ students.
- Directed students to problem-solve using immersive technologies.
- Advised the most efficient workflow/ best practices for student projects in Interactive Installation, Physical Computing, Front-End Web Design/ Development, XR/ VR/ AR / Game Development, 3D Modeling, Interaction/ Visual Design, Music Production, and Time Management.

Resilience 2032 Creative Technologist/ AR Developer – New York, NY

06/2020 - 08/2020

- Translated vision into four engaging AR filters to enhance the social media theater experience of Resilience 2032, with a future narrative of the US presidential election in 2032 to bring awareness of the factors to consider to vote in 2020.
- Developed creative directions to improve the outreach for targeted audiences.
- Generated 4,200 impressions in total during the Resilience 2032 campaign.

Octavia Immersive Web AR Developer – New York, NY

06/2020 - 10/2020

- Installed web AR using machine learning head tracking in three.js for Electric Dreams Festival 2020.
- Implemented the 3d modeling structure of the experience and built spatial audio tracking using three.js.

PROJECTS

Dear Nobody Creative Technologist/ Unity VR Developer – New York, NY

03/2021 - 06/2021

- Programmed and designed a 15-minute VR experience to embrace vulnerability and insecurity.
- Visualized and rapidly prototyped through brainstorming, conducting research, sketches, writings, and 3d modeling.
- Experimented with design in user experience, interaction, sound, visual, user journey, and narrative.
- User-tested for two rounds with 11 people and updated the application based on the feedback within six weeks.

Sun and Us Creative Technologist/ Interactive Web Developer – New York, NY

08/2020 - 01/2021

- Designed and implemented an interactive and responsive real-time audio experience that creates a symphony of field recordings depending on the sun's altitude and user interactions through mouse interaction and machine learning through Tone.js, ml5.js, p5.js, HTML, CSS, and three APIs within six weeks. Part of four online exhibitions.

AWARDS

MIT Reality Hackathon [Winner - Wellness category] – Cambridge, MA

03/2022

Created a collaborative therapy AR tool in HoloLens within 2.5 days with a team of 5

CompelxityJam [Cash Award for Development] – Online

06/2020

Addressed complexity with interactive digital narratives while working with four creatives in a 7-day hackathon

Adobe Creative Jam [People's Choice Award & Runner Up for the Judges' Award] – Madison, WI

10/2018

Interviewed six students and delivered a 3-minute-long video essay in three hours to increase awareness of individual voting power.