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.

Speaking Engagement, Awards & Special Projects

Speaking Engagement: **2023 AIGA Conference** - Panelist on Future of VR
Speaking Engagement: **XR Guild** Presentation on my XR journey (2023)
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

AI - Vibes (Music Video Generator) | Lead Solo Unity Developer | Windows App | 2023
- An app that generates music videos from music and AI input. (40 signed up on the waitlist.)
- End User: musicians, artists, and creatives.
- Technologies: Blockade Skybox API, OpenAI, Ffmpeg, Unity Engine

VR - CPA Ireland Metaverse Education | Lead Unity Developer | Oculus Quest 2 - Sia Partners | 2023
- A VR educational training on Roboritc Process Automation for CPA Ireland Insitute's accounting students (5000+).
- End User: CPA Ireland Insitute Trainer and Students
- Technologies: OpenXR, Unity Engine, Multiplayer on Photon Fusion, Dolby Web Call

VR - Bina48 | Unity Developer | Oculus Quest 2 - Bina48
- 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 FaceIt (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 - Hackathon Project | 2022
- 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 - Hackathon Project | 2022
- 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
- Technology: Microsoft Hololens 2, MRTK, MRDL, Unity, Blender, Photoshop

VR - Dear Nobody | Unity Developer & Visual Designer & Sound Designer | Oculus Quest 2 | 2021
- 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

AR - Identity Issues Collection | AR Developer & Designer | Spark AR | 2020
- A collection of AR filters exploring identity issues utilizes face, skeleton, target, and plane tracking in AR.
- Popularity: 54.9k opens of all AR filters combined, 25.8k impressions, 5.9 k captures, 1.2 shares on Instagram
- 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 | 2019**
- An interactive audio-visual experience that creates a symphony of field recordings from the sun and us.
- Success: Exhibited at 2020 ITP Winter Show; One Mile Gallery-Electric Feelings; 2021 Museum of Wild and Newfangled Art Biennial; ITP Buds [all virtual exhibits]
- End User: general public, museums with an emphasis on interactive art
- Technology: Tone.js, p5.js, ml5.js, HTML, CSS

Professional Experience

***Sia Partners* | Developer Manager,** 2023 - Present   *New York, NY*
- Leading the global spatial computing team as Technical Lead, orchestrating large-scale deployments for international clients, and driving software & immersive extended reality experiences as Programming and Creative Lead, resulting in a 95% client satisfaction rate and a 25% increase in user engagement.
- Directing product strategy for three pivotal Virtual Reality applications, enhancing international training effectiveness by 35% and streamlining team development programs, achieving a 50% faster project delivery time.
- Assume comprehensive project management roles in the absence of a PM, redefining folder structures and UX guidelines to boost organizational efficiency by 40%.
- Facilitating global team communications and project alignment, successfully navigating cross-cultural team dynamics, and contributing to the team's ability to meet complex project requirements.
- Clients: CreditAgricole, CPA Ireland Institute, Sia Partners.
- Technology: OpenXR, OpenAI implementations, AR technology, VR technology.

***Future Colossal* | Creative Technologist,** 2021 - 2023   *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 troubleshot 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

Exhibitions

[Sound and Us](#) (2020 ITP Winter Show, [One Mile Gallery-Electric Feelings](#), [2021 Museum of Wild and Newfangled Art Biennial](#), and ITP Buds)
[Authentic or Not](#) (ITP Winter Show 2019, Liberty Science Center for EWeek 2020)
[Music Within](#) (a body instrument - webcam interactive) for P5.js Showcase 2020
[Toliet Paper Mania](#) (ITP Spring Show 2020)

Performances

[Fundraising for Beirut](#) | **Creative Technologist & Performer**, 2020   *New York, NY*
[Energy Vampire for Network Music Festival 2020](#) | **Creative Technologist & Composer,** 2020   *Virtual*
[Weather Band for Network Music Festival 2020](#) | **Creative Technologist & Composer,** 2020   *Virtual*