Ziqing Chloe Li

Game Engineer and AR/VR Prototyper

Education

New York University 2017-2021
Major: Bachelor of Science in Computer Science
Minors: Mathematics / Integrated Digital Media
- Advanced GPA (all courses completed after the second year): 3.67/4.0

Publication

Living with Smell Dysfunction: A Multi-sensory VR Experience 2022
Yuting W., Ziqing L.
In *ACM SIGGRAPH, Immersive Pavilion 2022*

Professional Experience

Game Engineer @Volley Mar 2022 -
- Developed voice-controlled Roku TV games, including "Jeopardy!", using BrightScript and TypeScript for development and Node.js as primary development library.
- Maintaining the client app and backend services on AWS cloud using S3, lambda, kubernetes and following CI/CD pipeline.
- Led feature development for local multiplayer, bot interactions, betting systems, and integrated voice commands with text-to-speech output for game interaction.
- Improved application stability by identifying and refactoring inefficient code, resulting in a 40% increase in retention, and 25% increase in ARR.

Lead Software Engineer / AR Developer @Qhanu. Jul 2021 - Mar 2022
- Built a full-stack AR dashboard for project management and user analytics, leveraging Node.js, MongoDB, 8th wall, Three.js and React.
- Customized AR interaction for iOS applications, incorporating Unity with Vuforia for immersive annotation and navigation within the app environment.

Software Engineer @BroadAR Jul 2021 - Mar 2022
- Developed "Smell Revived," an innovative, award-winning VR smell training system for Oculus using Unity, featuring scent-release wearables powered by Arduino, ESP32 and

piezoelectric components.

Software Engineer Intern @echo3D Jun 2020 - Aug 2020

- Developed SDKs with tutorial code for various platforms including Unity, iOS, WebAR, and Nreal AR Glasses, and created five starter code packages for a cloud-based 3D asset manager.
- Integrated RESTful API for data retrieval, performed AR/VR model rendering, and implemented gesture and pattern recognition using Vuforia and Leap Motion.
- Collaborated with project management and engineering teams to deliver tailored solutions and contributed to the technical documentation process.

Hourly Research Assistant @New York University's CUSP Oct 2020 - Dec 2020

- Engineered interactive, multilingual website and user interfaces with advanced JavaScript and CSS, and developed dynamic noise visualization tools using D3.js.
- Produced automated sound maps from environmental data via Mapbox.js and facilitated data-driven community forums in collaboration with the Asian Health Studies group.

Awards

IDEA Silver Award 2022

SXSW Innovation Award Finalist of Wearable Tech 2022

A Design Award Bronze Winner 2022

Dezeen Awards Longlisted 2021

New York Design Awards Gold Prize, Product Design 2021

European Product Design Award Winner of therapy products 2021

San Francisco Design Week Winner of VR/AR/XR 2021

Red-dot Award Winner of brands & communication Design 2021

VR Award Finalist of VR healthcare of the year 2021

National Technology Award Shortlisted of VR or AR Product of the year 2021

Design Intelligence Award Young Talent Award 2021

5G Transatlantic Lab: Hack The Hospital First Place 2021

Microsoft and IQVIA COVID-19 Healthcare App Challenge Third Place 2021

MIT Hacking Arts 2nd Place 2019

Conference and Exhibition

ACM SIGGRAPH, Immersive Pavilion, “Living with Smell Dysfunction” 2022

SXSW, “Smell Revived” 2022

Museum für Kommunikation in Berlin, “Red Dot Winner: Smell Revived” 2022

The Henry Ford Museum, Permanent Collection “Smell Revived” 2022

Lawrence Hall of Science, "Adaptation and Resilience during COVID-19" 2022

China Textile International Fashion Center, “Smell Revived” 2022

Zhe Jiang Exhibition Hall, “Smell Revived” 2022

San Francisco Design Week, “Smell Revived” 2022

Mobile World Congress Barcelona (MWC), “Boost Board” 2021

LGBTQ+ Online VR Exhibition, “Her Story” 2020

Grant

UC Berkeley, Jacobs Innovation Catalyst Grant 2021