

# Chloe Ziqing Li

AR/VR/Game Engineer

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## EDUCATION

Computer Science, BS.

New York University 2017 - 2021  
Minors: Integrated Digital Media,  
Math

## RECENT AWARDS

Winner, Brands & Communication  
Red-Dot | 2021

Shortlisted, VR healthcare  
VR Award | 2021

Shortlisted  
AWE Auggie Award, 2021

Finalist, Wearables Tech Category  
SXSW Innovation Award | 2021

Mobile World Congress (MWC)  
Barcelona, Showcase, 2021 Spain

Winner, VR/AR/XR Category  
San Francisco Design Week | 2021

## SKILLS

Programming Language

C#, JavaScript, Swift, Python, Java  
C, C++

Gaming/AR/VR

Unity 3D, Unreal, ARKit, ARCore,  
WebXR, A-frame, SparkAR, Vuforia,  
Nreal

Modeling

Maya, ZBrush, Blender, UV texturing,  
Rigging, Animation

Software and Framework

p5.js, D3.js, React, Source  
Control(Git), WebGL

## EXPERIENCE

**Lead Software Engineer/AR // Qhanu, Inc.**

**Jul 2021 - Present**

- Create a full-stack web-based dashboard with AR user interaction analytics and 3D project management, using **Node.js, MongoDB, Auth0, React**.
- Create interactive WebAR experience with asset library API integration, using **AR.js, Sketchfab, 8thWall, WebGL and Maya**.
- Adapting AR annotation and navigation support with **Unity and Vuforia Area Target** for iOS App.

**Software Engineer Intern // echoAR, Inc.**

**Jun - Aug 2020**

- Implemented SDK and corresponding tutorial code for **Unity, iOS, WebAR** and **Nreal AR Glasses** platform.
- Created 5 starter code packages for users to adapt this cloud-based 3D asset manager. Used **RESTful API** data fetching, model rendering in AR/VR surroundings and gesture/pattern recognition from **Vuforia and Leap Motion**.
- Work closely with the project manager and engineer team to execute solutions and assist with the documentation.

**Hourly Research Assistant // NYU's CUSP**

**Oct - Dec 2020**

- Developed highly interactive **website templates**, **UI design** and **multilingual content infrastructure** with **Javascript CSS** etc.
- Implemented noise visualization projects using **D3.js** to view the changes in **Heatmap** and **condensed circle model**.
- Created **auto-pilot** and **intuitive sound maps** from raw **Sound Pressure Level** data using **mapBox.js**.

## PROJECTS

**Smell Revived: First VR smell training system**

**Apr 2021-Present**

- Creates the first VR smell training sensory system in **Unity** for **Oculus**.
- Build mechanical infrastructure with **Arduino** and **piezoelectric units**.
- Build distance and perception mapping for scent releasing control.
- Developed review system and tracking system quantifies therapy progress data.

**Boost Board: AR social platform for hospital**

**May 2021-Present**

- Developed an AR social platform for hospitalized children by using **GPS** and **area target tracking** with **Unity** adapting **iOS** platform.
- Will be launched at **Boston Children's Hospital** and **Barcelona Children's Hospital Sant Joan de Déu**. Showcased on **MWC Barcelona 2021**.

**FlexVR: VR Physical therapy**

**Dec 2019- Apr 2020**

- Created a VR physical therapy application built with **Unity3D, Leap Motion** and **C#**. **Flex VR** captures health data through **muscle sensors** and **hand gesture recognition** to get precise feedback on therapy sessions.

**Her Story: WebVR Online Exhibition**

**Jun 2020**

- A **WebVR** exhibition built with **A-frame** celebrating **2020 Pride Month** with art pieces from **10 LGBTQ+ female artists**.
- Designed a **3D spatial location based sound gallery** for an immersive experience.
- **Back-end data storage** is supported by **MongoDB Atlas**. Users can communicate in comment with **real-time update functions**.