

Chloe Ziqing Li

AR/VR Engineer

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EXPERIENCE

Lead Software Engineer/AR // Qhanu, Inc.

Jul 2021 - Present

- Help brands to adapt a new e-commerce ecosystem with AR.
- Create a full-stack web-based dashboard with AR user interaction analytics and 3D project management.
- Create stunning WebAR experience for different brands.

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 real-time 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 Oculus and Unity.
- Build mechanical infrastructure with Arduino and piezoelectric units.
- Build distance and hand interaction control for mist and scents in Unity.
- Recreate lifelike VR 3D environments.
- Developed review system and tracking system quantifies first-hand smell therapy progress data.

Boost Board: AR social platform for hospital

May 2021-Present

- Developed an AR social platform for hospitalized children by using location based AR and room depth scanning.
- Will be launched at Boston Children's Hospital and Barcelona Children's Hospital Sant Joan de Déu. Showcase 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.

EDUCATION

Computer Science, BS.

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

RECENT AWARDS

Winner, VR/AR/XR Category

San Francisco Design Week | 2021

Winner, Brands & Communication

Red-Dot | 2021

Shortlisted, VR healthcare

VR Award | 2021

Shortlisted

AWE Auggie Award, 2021

Mobile World Congress (MWC)

Barcelona, Showcase, 2021 Spain

SKILLS

Programming Language

JavaScript, Java, Swift, C#, Python,
Processing, C

AR/VR

Unity 3D, ARkit, ARCore, Web-XR, A-frame, SparkAR, Vuforia, Nreal

Modeling

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

Software and Framework

p5.js, D3.js, React, HTML/CSS,
Bootstrap, Source Control(Git),
WebGL