

# Fu-Chia (Kelly) Yang

XR Design / UX Prototyping / Human Computer Interaction

✉ yangfuchia@gmail.com

☎ +1(765)714-8698

🌐 <https://kellyyangfan.com>

🌐 [linkedin.com/in/kellyyangfan](https://www.linkedin.com/in/kellyyangfan)

## EDUCATION

### Master of Science in Computer Graphics Technology

Purdue University GPA 3.93/4.0  
*Sep 2019 - May 2022* West Lafayette, IN

- XR Development & Design
- Graphics Programming

### Bachelor of Science in Computer Science

The Chinese University of Hong Kong Hong Kong  
*Sep 2013 - Dec 2017*

## WORK EXPERIENCE

### Research Assistant

Purdue University West Lafayette, IN  
*Sep 2019 - Present*

- Adopt Holograms development and MoCap technique to develop virtual holographic sign language interpreter through Unity Engine with MRTK

### VR/AR Developer Co-op

Sanofi Boston, MA (Remote)  
*Jun 2020 - Dec 2020*

- Conducted digital transformation through XR development
- Worked with different vendors, including Spatial & Oculus

### Experience Design Technologist

IBM Global Business Services Hong Kong  
*Aug 2018 - Jul 2019*

- Designed a mobile Augmented Reality application used by 4k+ users for Hong Kong Disneyland
- Designed high fidelity wireframes and user interfaces of an internal site applied across 18 markets in Asia Pacific region for American Insurance Association (AIA)
- Revamped user experience for an Artificial Intelligent virtual assistant application powered by IBM Watson for Hong Kong Hang Seng Bank

### Software Engineer (Front End)

IBM Global Business Services Hong Kong  
*Mar 2018 - Aug 2018*

- Developed gamify interactive website for a worldwide insurance company, Prudential, utilizing ReactJS

## SKILLS



## OTHER PROJECTS (MOST RECENT)

### Embodiment for the Difference: A VR Experience of Bipolar Disorder

*2020 IEEEVR*

- Designed and developed a Virtual Reality simulation of Bipolar Disorder with HTC Vive, embedded with sound effects and haptic feedback to simulate the struggle of Bipolar patients

### Virtual Interior Design Game

- Built a multiplayer Virtual Reality game on Oculus Quest, powered by Photon Engine, allowing players to decorate a virtual room together in real-time

### Hand Tracking Animation Trigger in Quest

- Developed a hand gesture identifier through Oculus plugins and perform animation control that triggers different character animation states

## COMPETITION & AWARD

### Microsoft Job Hack Hackathon - Champion

*2018 Hong Kong*

- Utilized Microsoft Azure's blockchain technology to build a loyalty program prototype for Hong Kong International Airport

### Disney Imagination Competition - 2nd Runner Up

*2015 Hong Kong, China, Macau*

- Redesigned Hong Kong Disneyland Resort with creative solutions including 3D modeling and 2D illustrations

## CERTIFICATE

### IBM Design Thinking Team Essentials for AI

*2019 Global*