

Kelly Yang

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Education

Ph.D. & MS in Computer Graphics Technology *2019 Sep - present*
Purdue University *West Lafayette, IN*
GPA 3.98/4.0

BS in Computer Science *2013 Sep - 2017 Dec*
The Chinese University of Hong Kong *Hong Kong*

Work Experience

Research Scientist Intern *2025 Jun - present*
Meta Reality Lab Research *Sausalito, CA*

- Conduct VR user study research with codec avatars

Research Scientist Intern *2024 Jul - Dec*
Meta Reality Lab Research *Sausalito, CA*

- Conducted VR user study research with HMD-based body tracking algorithms

Research Assistant *2019 Sep - present*
Purdue University *West Lafayette, IN*

- Integrated Large Language Model with Unity game engine for Human-AI-Interaction research
- Adopted HoloLens integration and Motion Capture technique to architect a virtual holographic sign language interpreter with Mixed Reality Toolkit
- Led user experience studies through designing protocols and conducting mixed-methods tests

VR/AR Developer *2020 Jun - Dec*
Sanofi *Boston, MA (Remote)*

- Collaborated with XR vendors to perform digital transformations by building immersive VR solutions

Design Technologist *2018 Mar - 2019 Jul*
Front-End Software Engineer *Hong Kong*
IBM Global Business Services

- Designed a mobile Augmented Reality application for Hong Kong Disneyland
- Revamped user interfaces to enhance accessibility of an internal site for American Insurance Association
- Drove UX design and implementations for an IBM Watson-powered AI Chatbot of Hang Seng Bank
- Developed a gamify interactive website with ReactJS for Prudential

Skills

Python

C#

C++

JavaScript

R

Unity

Unreal

Maya

Blender

SPSS

Oculus Quest

HTC Vive

OpenGL

Publications

Exploring Familiarity and Knowledgeability in Conversational Virtual Agents

2025 ACM Transactions on Applied Perception

Embodied Conversational Agents in Extended Reality: A Systematic Review

2025 IEEE Access

The effects of depth of knowledge of a virtual agent

2024 ISMAR TVCG Best Paper Award

Avoiding Virtual Characters: The Effects of Proximity and Gesture

2024 ISMAR

Holographic sign language avatar interpreter: A user interaction study in a mixed reality classroom

2022 CASA

Holographic Sign Language Interpreters

2022 SIGGRAPH Educator's Forum

Services

SIGGRAPH / CHI Play / IEEE VR / ISMAR / ICAT-EGVE Paper Reviewer

2023 2024 2025

SIGGRAPH Volunteer

2023

Awards

2024 ISMAR TVCG Best Paper Award

2018 Microsoft Job Hack Hackathon Champion