

Siyuan Qiu

(646)379-6105
✉ siyuan.qiu@nyu.edu
🌐 www.siyuanqiu.com

Education

- 2016-Present **New York University, Tandon School of Engineering.**
M.S. in Integrated Digital Media (Expected May 2018)
GPA: 3.82/4.00
- 2012–2016 **Shandong University, School of Software Engineering.**
B.S. in Digital Media
Core Courses (GPA 3.7): Programming Language, Computer Graphics, Data Structure, HCI

Work Experience

- 2017-Present **Teaching Assistant, Mobile AR Graduate Class.**
- Build Unity templates and plugins for students to create AR experience with less effort.
 - Assist students with their projects, troubleshoot the technical problems and give feedback on their ideas.
- 2016-Present **Research Assistant, NYU Mobile AR Lab.**
- Co-designed and developed *AR Creator*, using Google Speech API and ARKit to create AR objects by voice recognition.
 - Co-designed and developed *VR for Peace*, a multi-player VR game that supports both HTC Vive and Oculus Rift.
- 2016-2017 **Unity Developer, NYU Admission Office.**
- Designed and Developed two mobile VR apps for introducing NYU to the newly admitted students.
- 2015 **Unity Developer, Dareway Software.**
- Maintained the Virtual Fire Alerting System on Unity Platform.

Research Experience

- 2016 **3D Modeling and Manipulating Techniques on Multi-touch Devices.**
- Improved the gesture recognition algorithm on multi-touch manipulations.
 - Introduced a new set of pressure-based manipulating techniques for 3D objects.
- Publication Qiu, Siyuan, Lu Wang, and Laikuan Wong. "Pressure-based touch positioning techniques for 3D objects." Proceedings of the 20th ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games. ACM, 2016.

Media Experience

- 2016-Present **Podcast Co-host, Editor, Writer, Fanpie Film.**
- Co-host, edit and write for *Fanpie Film*, one of the most popular movie review podcasts in Chinese, with more than 100,000 regular listeners.

Computer Skills

- Programming **C#, Java, Swift, C++**
- Media **Adobe Photoshop, Adobe After Effects, Adobe Audition, Adobe Premiere, Maya**
- Platform **Unity, Unreal, Xcode**