

Lawrence Yip

XR DEVELOPER ♦ WWW.LAWRENCEYIP.COM

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Work Experience

Buffalo Buffalo

Vancouver, BC

PROJECT MANAGER & VR DEVELOPER

Jun. 2024 - Nov. 2024

- Managed and developed with a team of 4 to create an arcade style, monster city destruction game for meta quest early access.
- Created project timelines, facilitated sprint planning, and assigned tasks to ensure timely delivery of major client milestones.
- Expanded legacy code base and developed additional core gameplay loop systems, VR UI, and enemy units

TECHNICAL ARTIST

Apr. 2022 - Apr. 2023

- Worked on a team of 8 to create a rhythm rouge-lite skiing VR game, with focus on the stylized shaders and visual effects while ensuring the game is performant
- Created dynamic tools and systems for audio-driven visuals that are reactive to tempo changes in music and pacing of the player
- Developed core gameplay loop systems, including an endless player runner system and procedural level generator
- Architected modular gameflow data structures and custom editor for level design

Studio Rx

New York City, NY

XR DEVELOPER

Nov. 2022 - May 2024

- Developed VR, AR, and flat screen experiences for pharmaceutical clients to drive engagement at medical conferences through interactive games, experiences and visual effects
- Programmed systems to simulate involuntary movement, ocular impairment, fatigue, and disease states in varying levels of intensity and progression within interactive experiences in order to increase patient empathy
- Developed leaderboards and analytics systems to monitor conference booth engagement, to later supplement client advertising strategies and support ROI

XR Immersive Tech

Vancouver, BC

TECHNICAL ARTIST

Jan. 2022 - Jun. 2022

- Worked with a team of 10 to develop systems and effects for multiplayer location-based entertainment VR games
- Created dynamic hand snapping interaction system for player avatars with Leap Motion hand tracking
- Developed VR toolsets for precise alignment of digital environments to custom workshop fabricated playspaces
- Graphical optimization and profiling the art pipeline for HTC Vive and the Steam VR platform

UNCSA METL

Winston-Salem, NC

LEAD VR DEVELOPER

May 2021 - Dec. 2021

- Conceptualized and developed an Oculus Quest an interactive narrative short film debuting at 2022 SXSW XR Film Festival, acting as the only technical programmer on a team of 3, including a writer and artist
- Internationally featured: Busan International Film Festival, Sandbox Immersive Festival, B3 Biennale, Siggraph
- Programmed all aspects, architecting highly decoupled systems for rapid iteration cycles of storytelling elements
- Authored stylized master shaders with custom dynamic lighting that are highly optimized for mobile VR
- Worked on all visual effect elements for scene transitions, interactions, and environmental ambience

UBC Faculty of Medicine

Vancouver, BC

VR DEVELOPER & UX DESIGNER

Aug. 2019 - Jun. 2020

- Worked on a team of 5 to use volumetric video and IBM Watson voice recognition to create a virtual cardiovascular case study to train 2nd year medical students for the Oculus Rift and Quest platforms for UBC Faculty of Medicine
- Conducted usability testing with medical students, faculty, and doctors
- Designed and implemented a tutorial/tool-tip system and analytics system for scoring

Skills

Software Unity, Unreal, Maya, Photoshop, Perforce, Git, Plastic, Jira

Programming C#, Blueprints, Shadergraph, Java, Javascript

Education

Vancouver Film School

Vancouver, BC

VR/AR DESIGN AND DEVELOPMENT

Apr. 2019 - Dec. 2019

Stony Brook University

Stony Brook, NY

BACHELOR OF SCIENCE: INFORMATION SYSTEMS

Aug. 2014 - May 2018