

JAEKYUN KANG

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TECHNICAL SKILLS

- **Software:** C#, Unity Engine, C++/C, Arduino, Processing, Eagle (Circuit Design), Git, Maya
 - **Hardware:** Arduino, HoloLens (AR), Oculus Rift (VR), Raspberry Pi, Kinect, 3D Printer
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PROFESSIONAL EXPERIENCE

Infosys | UX Engineer, Prototyper | Palo Alto, CA

July 2016 - Present

- 2+ years of experience in prototyping (software & hardware), UX design and development of various VR/AR interactive demos with multiple designers, developers and clients.
- Worked with several clients to create immersive AR experiences (AR banking, Digital Farm, and AR maintenance app for machine) using Unity, Vuforia, HoloLens and Arduino.
- Integrated different hardware/software in Unity engine (Kinect, Leap motion, Arduino and Processing).
- Designed custom circuit board to improve maintenance and optimization.
- Participated in several conferences and exhibitions for demonstrating demos including MWCA.

Disney Research | Lab Associate (Unity Engineer) | Pittsburgh, PA

May 2015 - Aug 2015

- Developed a VR interactive game called **Po2** for **2015 SIGGRAPH Emerging Technology** using Unity, Oculus Rift DK2, Kinect v2, Arduino and BLE.
 - Implemented wireless communication between Unity and Arduino using BLE to control motors and actuators for generate illusive tactile haptic feedback.
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EDUCATION

Master of Entertainment Technology in ETC, Carnegie Mellon University (Pittsburgh, PA)

May 2016

Bachelor of Engineering in Global Media, Soongsil University (Seoul, South Korea)

Aug 2014

- Relevant Coursework: Algorithm, Data Structure, Computer Graphics, Design Human Centered Software
 - Applied Gadgets Sensors and Activity Recognition, Physical Computing
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ACADEMIC PROJECT

VR Rehearsal | Producer & UX Engineer

May 2016

Google cardboard application to help people practice public speech in the VR environment

- Worked UX research, UX design, A/B Testing and developed application using Unity and Google Cardboard SDK with 3 engineers and 2 designers.
- Provided real-time and post feedback based on user's performance (eye gaze and fluency of speech).
- Published on Google Play Store.

The Dialogue Between Drawing Machines + Human Ambience | Hardware Engineer

Sep 2015

Collaboration with University of Michigan Taubman College of Architecture and Urban Planning

- This project explores the dichotomy and synthesis of the interaction between programmed movement and human interaction through automated and sensory technology.
- Integrated hardware such as Arduino, sensors (light, motion, distance and vibration) and actuators.

Building Virtual World | Unity Engineer

Dec 2014

ETC first semester course that interdisciplinary teams build interactive games and contents

- Developed interactive games/contents with artist, sound designer and manager.
 - Showcased in 2015 GDC Alternative Controller Exhibition
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AWARDS & CONFERENCE

Google Select Award – Technical Excellence, *Global Game Jam in Pittsburgh*

Jan 2016

Architecture Student Research Grant (ASRG), *University of Michigan*

Sep 2015

Po2-Augmented Haptics for Interactive Gameplay, *ACM SIGGRAPH 2015 Emerging Technology*

Jul 2015

Alternative Controller Exhibition, *GDC (Game Developers Conference)*

Mar 2015

South Korea Government Scholarship, *Korea Creative Contents Agency*

2014 - 2016