DAVID T.H HUANG

Taipei, Taiwan ■ +886-984-327-839 ■ david.th.huang@gmail.com ■ **US citizen**
■ https://www.linkedin.com/in/davidthhuang/ ■ Portfolio: www.davidxr.guru

XR Developer | Technologist | Architect

- A proven leader who built studios from the ground-up across multiple domains and countries. Personally built concept prototypes, assembled teams of designers, programmers and artists to develop and deliver projects to successful launch, with a track record of award-winning projects.

- A curious hacker passionate about developing prototypes to explore innovative and user-centered VR / AR experiences. Repeat winner of VR hackathons, including Meta's Hackathon in 2024.

- A hands-on innovator with over 20 years of cross-discipline expertise in VR / AR industries, gaming, Training Simulation, Architecture, and BIM.

Technology Summary

• Prototyping • Product Development • User Requirement Definition • Team Leadership • Cross-Functional Collaboration • Real-time Technology • Agile Methodologies • Mixed Reality

• **Software:** Unity 3D, C#, Multiplayer Networking, BIM, Revit, Autocad, Unreal Engine, 3DS MAX, Adobe Suite, Github, Sketchup, C++, Python, Rhino, Grasshopper, Blender, Canva

• **Hardware**: Vive Pro, Vive Focus 3, Hololens, SteamVR, Oculus Rift, Quest 3, Vision Pro, Kinect, Leap Motion, ARcore, Android Mobile, Dialogflow, Google Cloud API's, Arduino, Kuka Robotics, WebXR

Professional Experience

HyperCreative, Taipei, Taiwan
Founder, January 2024 – present

- Developed and launched hand-tracking music rhythm VR game Rhythm Pop! on the Meta Horizon Store, garnering 4.9 stars review.

- Winner of Meta Hackathon 2024 in Seoul with DanceGuru, a mixed reality ballroom dance instructor app, with social multiplayer features and AI natural language interactions.

- Invited Speaker at 2024 Meta Connect, to share about the journey of developing DanceGuru.

HTC Vive, New Taipei, Taiwan
Head of Product, **Viverse** Feb 2022 – December 2023

- Led metaverse B2B partnership projects with international brands, Act as bridge between customer team and internal RD team to define user requirements and feature road map.

- Implemented innovative solutions for partners, ranging from WebXR social platform, to VR social apps. Successfully delivered bespoke platform products and services across diverse platforms and devices, including Mobile, PC and VR devices.

- Drove communication and alignment across collaborators, including engineers, 3D artists and UX/UI designers.

Global Power Technologies, Taipei, Taiwan
Head of XR R&D, July 2018 to Feb 2022

- Led product development of XR training simulation solutions for transportation, public safety, police and military applications, implementing Digital Twins of physical sites for simulation.

- Built and hired a 20-person team of programmers, designers and artists.

- Developed proof-of-concept prototypes, prepared tender documents, SA, SD and presentations to win multiple government tenders. Notable Projects:
    o National Police Agency：De-Escalation VR Training
    o Taiwan Power Company：Wind Turbine Safety Training
    o CPC Corporation Taiwan, Airplane Refuel VR training

DAVID T.H HUANG

Oh!WHATif : BattleSky VR, Taipei, Taiwan
Founder, Independent VR Developer, 2015 - 2018

- Developed from conception to release the VR game BattleSky VR, a Multiplayer Flying Shooter VR game. The game won 2nd place for the Viveport Developer Award 2018 for best VR Arcade experience.
- Prototyped and iterated multiple locomotion systems for walking, flying, and climbing. The game used 3 different types of flying locomotion, with less than 5% of users reported motion sickness.
- Single-handedly programmed (c#) the game using Unity 3D, with features such as multiplayer (photon Network), SteamVR, GameSparks player management. Artwork was outsourced.
- Engaged in frequent user feedback at various exhibitions, conferences and online beta-testing through out the development process for agile rapid iteration to continually evolve the game.
- launched BattleSky VR in 2018 on Steam, Viveport and multiple LBE VR Arcades around the globe, with positive reviews.

ONG & ONG, **AWP ARCHITECTS**, China & Singapore
Design Director, 2012 -2015

- Spearheaded company's entry into China market, founding new studios in Shanghai & Chengdu, specializing in Architecture, Interior design and Urban Planning. Expanded the two offices to 35 people over 3 years.

AWP ARCHITECTS, China & Singapore
Lead Design Architect, 2011 -2012

- Led the design of 2-million SF Mixed-use Condominium Development in Chengdu, from Concept to Construction Phase.

MODUS V STUDIO, Seattle, WA
Co-Founder, Principal Architect, 2006 -2010

- Founded an architectural studio focused on high-end custom homes and Restaurant design.
- Designed and Built Green Concept Home, one of the first LEED accredited Green Home prototype in Greater Seattle area.

NBBJ, Seattle, WA
Senior Designer, 2002 -2006

- Specialized in design of hospitals, from concept design to construction completion. Coordinated with medical planners, engineers and landscape through the design and construction phase.
- Worked on award-winning project, including the AIA Honors Awards for the 450,000 SF Banner Estrella Health Hospital in Phoenix, AZ.

Education & Credentials

- Bachelor in Architecture, Cornell University, 2002
- Registered Architect in Washington State, USA, 2009

Volunteer & Awards

- Taiwanese American Professionals, Activity Chair, President, Seattle WA, 2003-2007
- Taiwan VR Meetup, Co-organizer, Taipei, Taiwan, 2017-present
- VR Hackathon winner (2017, 2018, 2019)
- Viveport Developer Award 2018
- Meta Hackathon 2024, Seoul, winner (DanceGuru)
- Meta Connect 2024 Speaker