

DAVID T.H HUANG

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■ Portfolio: www.davidxr.guru

XR Product Lead | Technologist | Architect

- Results-driven leader with a proven track record in building successful teams and delivering innovative XR solutions and products.
- Offering over 20 years of cross-disciplinary expertise across design and engineering fields, in XR industry, gaming, Training Simulation, Architecture, BIM and Digital Twins. Recognized for driving collaboration across multiple domains and managing cross-functional teams.
- Deep Knowledge of real-time simulation engines and hardware technologies and a strong sensibility for building products.

Key Skills

- Product Management
- User Requirement Definition
- Product Roadmap Development
- Team Leadership
- Cross-Functional Collaboration
- Real-time Technology
- Agile Methodologies
- Software: Unity 3D, C#, Multiplayer Networking, BIM, Revit, Autocad, Unreal Engine, 3DS MAX, Adobe Suite, Github, Sketchup, C++, Rhino, Grasshopper, Blender, Figma, Sketch, Omniverse
- Hardware: Vive Pro, Vive Focus, Hololens, SteamVR, Oculus Rift, Quest 2, WMR, Kinect, Leap Motion, ARcore, Android Mobile, Dialogflow, Google Cloud API's, Arduino, Kuka Robotics, WebXR

Professional Experience

HTC, New Taipei, Taiwan

Product Lead, Vive Mars Team: Nov 2022 – Present **Viverse Team:** Feb 2022 – March 2023

- Developed strategy and vision for Vive Mars Virtual Production Cloud SaaS platform, overseeing the development of the product to meet end user's needs, while driving growth in line with business goals.
- Led metaverse B2B partnership projects with international brands, Act as bridge between customer team and internal RD team to define user requirements and feature roadmap.
- 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.
- Implement innovative solutions for partners, ranging from WebXR social platform, to VR social apps.

Global Power Technologies, Taipei, Taiwan

Head of XR Development, July 2018 to Feb 2022

- Identified key XR market trends, defined and set technology roadmap and product strategy for the company, ensuring its alignment with business and financial objectives.
- Built and hired a 20-person team of programmers, designers and artists.
- Led product development of XR training simulation solutions for transportation, public safety, police and military applications, implementing Digital Twins of physical sites for simulation.
- Secured multiple government tenders through effective prototype development, tender document preparation, presentations. Successfully completed product development of numerous Notable Projects:
 - National Police Agency : De-Escalation VR Training Simulation, 2021
 - Taiwan Power Company : Wind Turbine Safety Training Simulation, 2021
 - Southern Taiwan Science Park: XR Center, Training Simulation Center, 2021
 - CPC Corporation Taiwan, Airplane Refuel VR training Simulation, 2020
 - Taoyuan International Airport Airside Driving Simulator, 2019, XR B2B Award
 - Southern Taiwan Science Park: Clean Room Fire Safety Digital Twin AR, 2019

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Professional Experience *(Continued)*

[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](#), 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.
- 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
- 3-time Taiwan VR Hackathon winner (2017,2018, 2019)
- [Viveport Developer Award 2018](#), best VR Arcade experience.

Volunteer & Hobbies

- Taiwan VR Meetup, Co-organizer, Taipei, Taiwan, 2017-present
- Taiwanese American Professionals, Activity Chair, President, Seattle WA, 2003-2007
- H.S Varsity Tennis, Piano Improviser, Karaoke Mic Hog, Doodler