

# Jesse Gao

XR Designer/Researcher

## Contact

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## Education

### Master of Design, HCI

*IIT Institute of Design*

*Chicago*

August 2019 — December 2021

### B.S. Math and Applied Math

*Renmin University of China*

*Beijing*

September 2013 — June 2017

## Rewards

### Winner of Master Challenge

*Post-Human-Centered Design*

Summer 2020 • ID + Verizon

### Winner of Master Challenge

*See changes, sketch tomorrow*

Summer 2021 • ID + Harvard

## Skills

Contextual Inquiry

Card Sorting

Journey Mapping

Usability Testing

Heuristic Evaluation

Design Thinking

Storyboarding

Information Architecture

UI & Motion Design

Rapid Prototyping

Web Design & Development

XR Design & Development

Concept Design

## Tools

Sketch / Figma

Principle / Protopie

Blender / Cinema 4D

HTML / JavaScript

Three.js / A-Frame

Unity 3D / Spark AR

Arduino

Python

## Projects and Work Experiences

### Research Assistant | *Rush University Medical Center*

January 2022 — present • Chicago, IL

Conducting research with Dr. Basapur's Translational Research team on how Virtual Reality could help problem solving in the medical area. The abstract has been accepted by TE (Transdisciplinary Engineering for Resilience) 2022.

- Built multiplayer social VR prototypes in Unity.
- Write study protocol to lead the test and analyze the human insights, conducted literature review in Design studio in VR.

### MR Designer and user Researcher | *Steelcase + ID*

September 2021 — December 2021 • Chicago, IL

Designed a future scenario aimed to improve socialization in hybrid working space, project will be exhibited in Dubai EXPO 2022

- Closely worked with research team in Steelcase to synthesize the data collected from employees.
- Brought back the informal and unintended conversations by introducing a MR Portal which can connect remote and on-site workers easily, also increased the company cohesion culture by allowing team members login a same physical Hub in the form of digital presence.
- Created the prototypes in Unity with the help of Oculus Quest2 Passthrough API and multiplayer network to show the demo

### VR Specialist | *iMotions A/S*

June 2021 — August 2021 • Boston, MA

Helped the company integrate Varjo XR-3 headset functions into iMotions software to analyze the study of collected human data in XR environments.

- Understanding and editing new features to the customized Unity SDK to write step-by-step articles for clients in Help Center and record video tutorials for internal training for sales team.
- Made advanced example usages of teleportation triggered by controllers and hands powered by Ultraleap system; Mixed Reality interaction demo showing the abilities of eye-tracking and hand-tracking collaboration followed Microsoft XR design guideline.
- The demo studies will be released on iMotions website soon to show off the iMotions' selling points in XR area by using Varjo XR-3 headset.

### AR UX Designer | *Game design project*

March 2021 — May 2021 • Chicago, IL

Inspired by Prof. Sander Veenhof's AR work to explore more smooth and detailed transitions of interactions between facial expressions and digital objects in AR, specifically in the use of Instagram face filter.

- Using Typescript and patch editor in Spark AR to build a synchronized head to play an AR rhythm game
- Effect has been published on [Instagram](https://www.instagram.com/jesse_gao).

### MR UX Designer | *Verizon sponsored Master Challenge*

June 2020 — July 2020 • Chicago, IL

Designed a virtual club experience system in Mixed Reality by applying post human center design method.

- Generated a Mixed Reality application scenario to solve both club-goers' entertainment needs in the current and post COVID year through exploring and understanding the ability of new technology under "stay at home" policy as well as uncovering users' pain-points by field interview and empathy map.
- Optimize users' drinking and dancing experience by modeling physical products depended on Design Structure Matrix to associate MR headset. Finally built real-time IOS AR demos powered by Unity AR Foundation and Manomotion to do storytelling.
- Won the 1st prize in ID 2020 summer "New Norm" Post-HCD Master Challenge.