

# Crystal Chan

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## SKILLS & ABILITIES

- Project Management (Agile), Game Design/Development, Accessibility.
- Jira, Confluence, Buganizer, Taskflow, Tasks, Tableau, Asana, Google Suite.
- GitHub, Perforce (P4), Unity Collab, Unity (Scripting in C#), Unreal Engine 4, Wwise.

## EXPERIENCE

*Magic Leap* | AR / XR hardware and spatial computing software | 2022 - Present

### Technical Program Manager

- Own Voice Input and Services, Accessibility, Security & Privacy, Enterprise, and 1P Apps programs.
- Develop roadmaps and manage timelines, keeping stakeholders aligned and teams on track regarding the goals and deliverables for each milestone.
- Drive bug triage and weekly sync meetings to unblock engineers and designers and mitigate risks.
- Collaborate and coordinate with external vendors for specialized software solutions and QA.

*SimX* | Medical VR simulation training for healthcare professionals | 2021 - 2022

### Producer / Designer

- Bridge subject matter expert doctors with technical-minded engineers during case production and development.
- Create specification documentation with wireframes, mockups, and mitigation strategies for case and feature development.
- Strategize quick short-term design solutions that fix immediate problems while offering maximum modularity and flexibility for long-term vision.

*Meta* | Sound Design Immersive (Reality Labs) | 2020 - 2021

### Associate Producer

- Serve as a TPM for XR Audio Systems team for tool development of Meta's proprietary audio engine / middleware across 3 audio sub-teams.
- Advocate for accessibility and diversity by co-writing Designing Accessible VR Oculus documentation with Accessibility Task Force and planning outreach events as a Lead on RL Education Committee.
- Develop custom task management plugin using PHP by self-learning Meta's engineering tools.

*Virtual Human Interaction Lab* | Stanford VR Lab founded by Jeremy Bailenson | 2019 - 2020

### Project Manager

- Assign deadlines for 10-person XFN team of programmers, researchers, and psychologists with Asana.
- Manage 2 external vendors handling VR environment-building and avatar AI.
- Serve as Co-Director / Technical Lead, leading a team of 10 programmers to build a complete VR experience from the ground up within a 6-month production cycle using Unity.

## EDUCATION

### M.F.A., Interactive Media & Game Design

University of Southern California | 2016 - 2019

### B.A., Interdisciplinary Computing and the Arts - Music

University of California - San Diego | 2012 - 2016