

CRYSTAL CHAN

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SKILLS & ABILITIES

- Unity (Scripting in C#), Unreal Engine 4 (Audio), and Wwise.
- GitHub, Perforce, Unity Collab, Tableau, Asana, and Jira.
- Reaper, Ableton Live, Pro Tools, Audition, BaseHead, and SoundForge.
- Game Design/Development, Sound Design/Implementation, and Studio Recording.
- Instruments: Guitar, Piano, Bass, Ukulele, Vocals.

EXPERIENCE

Facebook | Sound+Design Immersive (FRL) | *Jul 2020 - Present*

Associate Audio Producer w/ Project Management responsibilities

- Facilitate and track audio team's work for Horizon on Oculus Quest, Quest 2, and Rift S.
- Serve as a Technical Project Manager for XR Audio Systems team for tool development of Facebook's proprietary audio engine/middleware across 3 audio sub-teams.
- Create documentation to improve Creative Operations' project management pipeline.
- Advocate for accessibility and diversity within Sound+Design and across FRL by co-writing *Designing Accessible VR* Oculus documentation with FRL Accessibility Task Force and planning outreach events as a Lead on FRL Education Committee.

Virtual Human Interaction Lab | A VR lab founded by Jeremy Bailenson | *Aug 2019 - Jul 2020*

Project Manager

- Create production schedule and documents using G-Suite. Assign deadlines for 10-person cross-functional team of programmers, researchers, and psychologists with Asana.
- Manage 2 external vendors handling VR environment-building and avatar AI.
- Conduct on-site research with visits to police district stations and academy.

Virtual Becomes Reality | A VR experience of the VHIL's research | *Oct 2019 - Jul 2020*

Co-Director/Technical Lead

- Build a complete VR experience within a 6-month production cycle using Unity.
- Handle all C# scripting in Unity and implementation of existing demos from 10 other programmers via GitHub/Collab so that they work properly in master version of project.
- Coordinate and schedule playtesters for feedback, bug fixing, and optimization purposes.
- Collaborate with Microsoft Mixed Reality Capture Studios, Unity, OVR Technology, and VR researchers to improve technical and pedagogical quality.

Survios | A VR game development studio | *Nov 2017 - Dec 2018*

Associate Audio Designer

- Creed: Rise To Glory, Battlewake, Westworld: Awakening, The Walking Dead Onslaught.
- Create 100s of SFX per game with Reaper. Master with SoundForge. Implement in UE4.
- Organize, record, edit, and implement 1000+ voicelines per game (plus localization).

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*