

Edmund Wei Zen Yang

Creative Technologist specializing in AR / MR and Bulk Media Automation including GenAI.

Enjoys exploring new technologies to curate engaging user experiences. Worked on ambitious AR projects for Middle Eastern clients, Unreal Engine digital twin cities and fully-featured real estate web platform. Currently exploring Graphics / Shader Programming in conjunction with AI rendering.

Lives by the goal of building amazing ideas via thoughtful technological implementation and design.

Suborbital Studios Ltd

Creative Technology Specialist | July 2023 – Current

Designed and prototyped AR experiences for a real-time multiplayer Magic Leap project for New Murabba.

Identified bottlenecks and developed internal tools & automation processes for bulk image and SVG generation utilizing BIM data and high-quality graphics, optimizing asset-to-deployment pipeline & decreasing iteration time from 1+ week to multiple times a day.

Created custom image generation & upscaler pipelines using ComfyUI & open source models to improve image quality of old assets & reduced 3D rendering times by 2x. Currently working on FLF2V (First-Last Frame to Video) pipelines to create seamless equirectangular 360 videos.

York Civic Trust (Internship)

AR Developer | January – March 2023

Solo developer building & deploying WebAR experience using Niantic 8th Wall, A-frame & Three.js, successfully built multiple prototypes to extend the interactivity of the historical Blue Plaques around York using accessible Web AR frameworks.

INTERACT 2023

Web Developer | September 2022 – September 2023

Built, deployed & managed conference website using Astro, Netlify, GA4, Algolia & Netlify CMS for 20,000+ unique online visitors in 2023

Created an exciting and functional website and redefined the style of the conference.

Skills:

UI/UX Design

Adobe XD
Figma

AR/VR Development

Unity AR Foundation
Niantic ARDK
Niantic 8th Wall
A-Frame

Web Development

Astro
React
Three.js
WebFlow
WordPress

Multimedia Design

Adobe Suite
Blender
Davinci Resolve

Languages

English
Chinese (Mandarin & Cantonese)
Malay

IM Showcase 2022

Co-Director | January 2022 – June 2022

Led a team of 23 committee members. Managing event timeline, budget, and sponsorships. Garnered over 250 signups for gala night, the most sign ups in the history of the showcase

Strateq Group Sdn. Bhd

Part-Time Multimedia Designer | Dec 2019 – Dec 2021

Worked on client pitches for Petronas and Aramco, including fully animated videos. Internal content curator. Designed, migrated, and managed company websites using Webflow.

Freelance Multimedia Designer

2019 – 2021

Worked with the likes of Bayer and Boehringer Ingelheim on medical brochures. Photography and videography projects with local Malaysian businesses.

Examples of my works are available [here](#).

EDUCATION

University of York

BSc Interactive Media | 2020 – 2023

First Class Honours

SMK Pusat Bandar Puchong (1)

Form 6, STPM Syllabus | 2018 – 2020

Chemistry, Physics, Technical Maths, General Studies

AWARDS

ImmerseUK Awards 2023

[All-In-One Immersive Museum Web App]

Grand Prize in UI/UX Design Category

IM Showcase 2021

Spotlight Award Winner

DC3 Awards Photography Competition 2017

1st Place in Secondary School Category

CR8 World Robo Master Cup 2016

1st Place in Creators' Challenge

CONTACT

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