



Joseph Lang

VR / AR / XR Developer

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Using virtual and augmented technologies to tell stories, envision possible futures, and build empathy for all walks of life.

WORK EXPERIENCE

Developer / Consultant Valeo

11/2018 – 12/2018

Self driving vehicle technologies

Achievements/Tasks

- Successfully brought VR teleportation experience from technical demo with rough edges to polished presentation in 5 weeks
- Simplified user interface, greatly reducing learning curve, allowing Valeo to deliver its message without interruption
- Added wish-list features and visuals for added impact

Developer

Institute For The Future, Emerging Media Lab

05/2018 – 10/2018

Strategic foresight and long term futures

Achievements/Tasks

- Rebuilt and optimized Future of Housing project, allowing for project scalability and increased performance
- Led and streamlined workflow for photogrammetry project, generating holograms of 100 scans within 2 hours
- Managed day to day operations and exhibits of EML

Founder

Gamehearts LLC

06/2016 – 10/2018

Game development and VR/AR/XR for social good

Clients / Achievements

- City of Edmonton Innovation Lab: Developed Smart Cities Future VR visualization tool which for citizen engagement
- Lucile Packard Children's Hospital: Led teams of artists and voice actors to develop anesthesia stress reduction games. Featured in NBC and Superbowl commercial
- Sonder: Created cinematic pipeline tools within Unity 3D

Head of R&D

Stanford University Dept. of Clinical Anatomy

10/2013 – 06/2016

Achievements/Tasks

- Core developer for the holographic art exhibit, Inside Rodin's Hands. Featured on Jazeera America
- Led ongoing efforts to shift clinical anatomy content from textbooks to virtual reality experiences
- Developed interactive VR lectures, Inside Human Body

SKILLS

Unity 3D

C#

Project Management

UI / UX

Storytelling

Problem Solving

Prototyping

Photogrammetry

Client Relations

Design

ACHIEVEMENTS

Oculus Launchpad 2018 Winner: NeuroExplorer VR

Microsoft Holohacks 2016: 2nd Place - Connect 4

High Fidelity Hackathon 2016: 2nd Place - Attack/Titan

Google Tango Challenge 2015 : Most Useful - Dino Labs

Z-Space App Challenge 2013: Winner - Escape!

PERSONAL PROJECTS

VR Conflict Resolution Tools (11/2018 – Present)

- Longitudinal study with Mars Academy USA on conflict resolution VR training for people living and working in isolated environments

What I See (04/2018 – 10/2018)

- Developed VR empathy mapping tool for trans safety in the workplace

SFVR, SVVR, XR Edu, VR Odyssey (06/2016 – Present)

- Managed 20+ VR events in Bay Area

#BurningLoveProject (09/2016 – 09/2017)

- Lead VR developer, exploring vulnerability and trust with a mixture of virtual reality and interactive exercises

CLIENTS / COLLABORATORS

Stanford University

City Of Edmonton

Z-Space

Lucile Packard Children's Hospital

Oculus Launchpad

Neumatic Digital

Valeo

IFTF

NoiseBridge

Sonder Short Film

Mars Academy USA

Cisco