



# Yijia Wang

## Contact

### Address

Belconnen, ACT 2617

### Phone

0490037813

### E-mail

yijia0823@gmail.com

## Profile and Portfolio

- LinkedIn:  
<https://au.linkedin.com/in/yijia-wang-5bb147321/>
- Portfolio:  
<https://yijiawang.io>

## Skills

- **XR / Unity Development:**  
Unity, C#, Meta Quest, AR/VR Interaction Design, Spatial UI, Hand-Gesture Interaction, Object-Anchored Interfaces, Prototyping
- **Programming & Web:**  
JavaScript, Python, Java,

**Unity XR Developer** and **Creative Technologist** with experience building AR/VR interaction systems, immersive environments and user-centred prototypes. Skilled in Unity, C#, Meta Quest, spatial UI design, interactive design, 3D content pipelines and HCI evaluation. Recently developed an ANU Meta Quest mixed-reality prototype that transforms everyday objects into interactive AR musical interfaces through object-attached UI, hand tracking and real-time sound mapping.

## Education

- 2026-06 **Master of Computing (Advanced): Human-Centred Computing**  
*The Australian National University - Canberra, ACT*
- 2023-12 **Bachelor of Information Technology: Games And Interactive Media**  
*Monash University - Clayton, VIC*

## Experience

- 2025-06 - 2026-06 **Researcher (HCC/Sound and Music Computing)**  
*ANU SMCCLAB (Australia), Canberra, ACT*
- Designed and built a Unity-based Meta Quest mixed-reality prototype that transforms everyday objects into interactive AR musical interfaces.
  - Implemented core XR interaction flows including object-attached UI, hand-gesture triggers, spatial anchoring, preset selection and real-time sound control.
  - Integrated interaction design, HCI research and sound-mapping logic to support learnable, performance-ready immersive experiences.
  - Produced technical documentation, user-study materials and evaluation outputs to refine usability, reliability, feedback clarity and live performance workflow.
- 2022-06 - 2023-06 **Multimedia Specialist / Unity Game Developer**

C++, Git, Front-End Development, API Integration

• **Interaction & Product**

**Design:** Figma, Advanced Prototyping, UI Systems, Interaction Flows, User-Centred Design, Usability Testing, HCI Evaluation

• **3D / Immersive Media:**

Maya, Substance Painter, Cinema 4D, 3ds Max, 3D Environment Design, Projection Mapping, Photoshop

• **Audio / Interactive**

**Sound:** Pure Data, Reaper, FMOD, Audacity, Sound Design, Field Recording, Real-Time Audio Interaction

• **Workflow & Collaboration:**

Jira, Trello, Miro, AWS, Agile Collaboration, Technical Documentation, Stakeholder Communication

## Languages

English  
  
Full Professional

Chinese (Mandarin)  
  
Native or Bilingual

Japanese  


Monash University (Australia), Melbourne, VIC

- Led a 4-person team to deliver Unity-based immersive environment projects, including “Burial Heart” and “The Secret Recipe,” from concept development to final presentation.
- Designed interactive 3D environments, gameplay flows, spatial storytelling elements and user-facing experience goals for exploratory digital experiences.
- Managed project scope, team communication and production workflow using Trello, Miro and Jira, while producing playthrough and promotional videos for presentation.

2023-09 -  
2024-03

### Interaction Designer

ByteDance (China), Beijing, China

- Designed PC web UI screens and interaction flows for an internal data-centre cloud platform, aligning product requirements with consistent visual and interaction standards.
- Created interface layouts, icons, posters and visual assets to support a coherent design language across platform modules.
- Collaborated with product managers and development teams on design handoff, progress tracking, interface delivery and iterative UX improvements.

2025-08 -  
Current

### Co-Founder / Full-Stack Developer

Eastern Suburbs Professional Cleaning (Australia), Melbourne, VIC

- Led end-to-end product design and front-end development for a cleaning quote platform supporting contact-free service requests through photos and customer requirements.
- Designed and implemented core user flows including multi-step quote forms, service selection, image upload, user dashboard and merchant onboarding.
- Integrated authentication, cloud hosting/storage and backend API data flow, deploying the platform through AWS and iterating based on usability and business needs.

2020-11 -

### 3D Mapping Designer

2021-07

*GengDan Institute of Beijing University of Technology (China), Beijing, China*

- Delivered a 5-minute 3D projection and light-mapping piece for a public showcase, combining 3D scene design, motion timing and visual storytelling.
- Created and refined 3D assets, textures, lighting transitions and final render outputs using Cinema 4D, Maya, 3ds Max and Substance Painter.
- Collaborated with a mentor and a 10–15 person production team, supporting production planning and audience feedback collection.

2022-08 -  
2023-07

## **Product Developer**

*New-ERA AI Retirement Program Intern (Australia), Melbourne, VIC*

- Contributed to an AI-enabled aged-care innovation program exploring future service concepts, user needs and digital experience opportunities.
- Developed a feasible product proposal combining front-end/back-end design thinking, AI-assisted experience design and human-centred service planning.
- Collaborated in a 5-person multicultural team to research, prototype and present product concepts in English.

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## **Technical Projects**

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### **Computer Graphics Rendering Competition, ANU**

- Developed a custom computer graphics rendering project focused on high-quality rendering output through scene composition, lighting, materials, camera control, reflection effects and custom rendering-pipeline.

### **Java / Software Development Projects, ANU**

- Built a Java-based digital feedback app applying object-oriented programming, data structures, parser/tokeniser logic, AI assistant, testing and debugging for interactive system and application-level tasks.