
Cyrus Vachha

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[Website](#) | [LinkedIn](#) | [Youtube](#) | [Github](#)

Student at UC Berkeley (EECS) MS Class of 2024, currently applying for PhD

M.S. GPA: 4.0 (in progress), B.A. GPA: 3.83

CS 70: Discrete Mathematics and Probability Theory, CS 61C: Machine Structures, Data 100: Principles and Techniques of Data Science, CS 188: Introduction to Artificial Intelligence, CS 184: Foundations of Computer Graphics, CS 189: Introduction to Machine Learning, VIS SCI 260D: Seeing in Time Space and Color, CS 160: User Interface Design and Development, CS280A: Intro to Computer Vision and Computational Photography, CS 294-137: Immersive Computing and Virtual Reality

Skills

VR/AR Experience Designer, Python, Java, C++, C#, Unity Certified Developer, VFX, 3D Modeler in Autodesk Maya, Autodesk 3ds Max, and Blender, Unreal Engine, Alexa Skills Developer, Human-Computer Interaction Research, NeRFs, 3D Gaussian Splatting

Projects

Instruct-GS2GS - Editing 3D Gaussian Splatting scenes with text. Links: [Site](#), [Code](#)

Nerfstudio VFX Blender Add-on - Developed a Blender add-on to allow for integration of open source project Nerfstudio NeRF (Neural Radiance Field) renders with Blender for visual effects, used in production/industry. Links: [Documentation](#), [Demo](#), [Arxiv writeup](#) (2023)

Medical VR Experience on Dysautonomia - Educational medical VR experience. Materials and Stanford Big Data Conference 2019 Poster found [here](#)

Block Dash VR - Mobile VR game developed in Unity on Google Play Store (2017)

Alexa Skills - Published 15 Amazon Alexa Skills with overall of 2,000+ enables (2016-)

Experience

Microsoft Research Summer 2023 - *Research Intern*

- Research Intern in the EPIC group working on HCI and graphics projects

Microsoft Summer 2022 - *Intern*

- Software engineer intern in the Surface DVSE Camera and Display team

UC Berkeley 2021 - Present - *Research Intern*

- [Project](#) on asymmetrical communication between VR and non VR users through Unity and web servers, in the lab of Bjoern Hartmann.
- [Publication](#): WebTransceiVR: Asymmetrical Communication Between Multiple VR and Non-VR Users Online - CHI EA '22: Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems · Apr 28, 2022
- [Project](#): StreamFunnel: Facilitating Communication Between a VR Streamer and Many Spectators
- Contributions to [Nerfstudio](#): Worked on features including VFX and VR video rendering as part of the Nerfstudio team. ([more info](#))
- [Project](#) on VR interface for editing 3DGS/NeRF scenes with Stable Diffusion (in progress)

Kinshapes/Ibariki Media 2018 - 2020 - *Intern*

- Creating VR experiences/projects, and experience with integrating 3D volumetric captures into a VR project. Worked on a historical VR app on the life of George Horton for Dr. Cecil Brown, Stanford University

Blaze Game Studios 2014 - 2019 - *Co-founder*

- Conducted Lua, Java, and Mobile Game Development camps for middle and high school students and developed mobile apps for iOS and Android

Mission San Jose High School VR/AR Club 2017 - 2019 - *Co-founder and President*

- Developed curriculum and taught high school students VR/AR development and 3D modeling

Awards

Eugene L. Lawler Award - Berkeley EECS - 2022

Gayle Meyers Award - MSJHS - 2019

Unity Certified Developer - 2017 (Certification id: 201703UCD1659)

First 1000 Alexa Skills Developer - 2016

Best Application Award CodeDay - 2015

Top 250 Intel RealSense App Challenge 2014