

# RYLAN POZNIAK DANIELS

[iRylan.com](http://iRylan.com)



## Education

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**USC Iovine and Young Academy** **USC Iovine & Young Academy** 2024  
B.S. Arts, Technology and the Business of Innovation

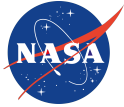
## Experience

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**Niantic** 2022

AR UX Engineer – Tiger UX Team  
Lightship VPS (Visual Positioning System)



**NASA** 2022

NASA Spacesuit User Interface Technologies  
My team was a NASA SUITS AR interface competition finalist for our AR spacesuit display prototype for Artemis moon exploration that we demoed at NASA Johnson Space Center.



**Apple** 2021

Prototyping Team  
AR/VR prototyping



**Mira Labs** 2020-2021

AR Prototyping and UX Intern  
Coded AR apps for Mira Prism AR headset. Presented apps to entire company.



**Stanford Brain Tumor, Skull Base, and Pituitary Centers** 2020

Developed brain surgery VR app to be used by medical faculty and students in exploring neuroanatomy.



**Experimental Design** 2019

AR Development and World Building Intern. Developed AR simulations of a floating city of the future in response to climate change for both an iPad (ARKit) and Magic Leap One AR headset. Presented final apps in front of entire company.



**Snapchat** 2018

Selected by Snapchat to develop first generation AR lens for new developer tools, Lens Studio.

## Awards / Honors

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- **1st Place for Best AR Demo**, Niantic Lightship + AR House Showcase
- **1st Place for Best VR App**, Upload VR juried competition
- **Nextant Spirit Prize for VR/AR Social Impact**, for Outstanding Contributions to Lifting Humanity and Inspiring Others, Augmented World Expo in Silicon Valley
- **Composer Fellow, LA Philharmonic** Composed for LA Phil Orchestra at Walt Disney Concert Hall
- **Principal's Award** for Outstanding Achievement in Chinese Language

## Leadership / Skills

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- **Founder & President**, VR/AR Club
- **President**, Computer Science Honors Society
- **President**, Mandarin Honors Society
- **Skills**: ARKit, ARCore, ARFoundation, Xcode, Unity, Oculus SDK, XR Toolkit, Lens Studio, Figma, Maya, Houdini, Adobe Suite, Logic Pro X, TiltBrush, Chunity, Twine, Swift, C#, HTML, CSS, JS, Java, Python, R
- **Languages**: English, Polish, Mandarin