

Chloe Huang

EXPERIENCE

STATION F | Startup Program Manager

JULY 2022 - DEC. 2022 | Paris, France (Bilingual French-English Role)

Sourced, evaluated, and selected startups; Redefined SF's in-house accelerator programs; Accompanied founders in building a team, PMF, and fundraising; Built a network of unicorn C-Levels; Studied tech trends @ world's largest startup campus.

Accel | Fellow, Stanford Technology Ventures Program

NOV. 2020 - JUNE 2021 | Palo Alto, CA

Worked with VCs and high-growth portfolio companies to develop skills for tech commercialization, opportunity evaluation, and entrepreneurial leadership.

Incubator for Medical Mixed & Extended Reality | AR Researcher

JUNE 2020 - MARCH 2021 | Stanford, CA

Developed a human anatomy platform in the Microsoft HoloLens to help medical professionals collaborate synchronously from anywhere in the world.

Baobab Studios | Marketing & Content Strategy Intern

NOV. 2020 - JAN. 2021 | Redwood City, CA

Developed cross-functional strategic plan to engage target audiences and film festivals for interactive VR experiences. Led all social media platforms through 4 project releases. Spearheaded United Nations collaboration with global leaders.

Stanford Medicine | VR Developer & Designer

JUNE 2020 - JAN. 2021 | Stanford, CA

Designed and built customized VR worlds as part of a clinical investigation of a novel intervention for hoarding disorder, a major public health concern (Pat. Pen.).

Uptale - Immersive Learning | VR/360 Product Intern

SEPT. 2020 - NOV. 2020 | Paris, France

Worked bilingually with the immersive learning platform's founders on customer growth content such as video tutorials, documentation, and VR/360° experiences.

Virtual Human Interaction Lab | Research Assistant, Aquatic VR

JAN. 2020 - APR. 2020 | Stanford, CA

Investigated the impact of being immersed in water while experiencing a VR marine environment to help users connect with the ocean for pro-environmental actions.

SKILLS

Design Process

UX / UI
User Research
Design Thinking
Prototyping / Wireframing

Strategy + Growth

Product / GTM Strategy
Emerging Tech + Trends
Community building
SM Marketing / Growth

Software

Unity / Spark AR
Adobe Suite / Figma
Solidworks / Fusion360
C# / C++ / Java / HTML/CSS

Post-Production

Final Cut Pro / Avid
Adobe Premiere
Adobe After Effects
Hindenburg

EDUCATION

Stanford University (2018 - Present)

B.S. in Engineering - Product Design
M.S. in Sustainability Science & Practice
Minor in Art History
Advisor: David M. Kelley (IDEO)

Relevant Courses: Entrepreneurial Leadership, Graduate Design Research Techniques, Inventing the Future, Advanced Product Design, Virtual Reality, HCI, Programming Abstractions, Tech Licensing and Commercialization

Lycée International de Los Angeles

(2006 - 2018)

Bilingual IB Diploma - French/English

Harvard Graduate School of Design

Design Discovery, Architecture (2019)

University of Southern California

Documentary Filmmaking (2017)

University of California, Berkeley

Architecture, Sustainable Design (2016)

LEADERSHIP

Stanford XR

Creative Director

Stanford Marketing Group

VP of Marketing & Communications

Stanford Alpha Phi

VP of Marketing

Business Association for Entrepreneurial Students (BASES)

Director of Marketing

LANGUAGES

Fluent: English, French, Mandarin

Proficient: Spanish, Taiwanese

Elementary: German, Italian