Women in XR
Changing How We Work, Play, and Interact
Panel
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What is XR?
How did you get started in your XR journey?
Melissa Chan

Head of Design, XR
Autodesk

Background
Graphic design, branding, interaction / UX design for web, mobile, and emerging tech (IoT, AR, wearables, digital/physical)

The Wild
XR Collaboration products for AEC (The Wild & Prospect by IrisVR)

Currently
Product and UX strategy that will allow customers to easily access all of their project files and data in XR.
Dagmara Szkurlat

Research Manager
Autodesk

Mechanical engineer turned software developer

Passionate about how technology can improve the workflows of engineers

**XR explorations:**
- Collaborative decision making in XR for AEC
- Design for assembly in VR, a gnarly spatial problem in manufacturing
Qian Zhou
Senior Research Scientist
Autodesk

Researcher working at the intersection of XR and Human-Computer Interaction

Exploration on novel interface and interaction techniques to improve the productivity in XR

Research Area:
• 3D Input Modality
• Spatial Content Authoring
• Spatial Perception
Rina Sahay

Architectural BIM Manager
Fishbeck

Outside of work
• Educator at the post secondary level
• Provides technical support via Autodesk forums and Directly.com
• Advisory board member at institutes of secondary learning

At work
• Creates and maintains BIM standards
• Provides project support and troubleshooting
• Team mentoring, training and onboarding

Passions
• Software interoperability
• Modeling complex 3D geometry
• German Shepherd Dogs
AU2019 – 'Unity'ed' We Stand with Revit and BIM360
Dana Warren

Project Manager
Yulio Technologies

Background
- Architecture & Interior Design, Web Design, Branding

Yulio
- Yulio is the simple way to create, enhance and present VR and AR projects for your clients
- Revit to Yulio, create VR projects in minutes

At Work
- Head of Customer Experience
- Retention, Onboarding & Training
- UX, Product Development
How has XR has transformed the industry in which you work?
What is the biggest challenge for women in the XR industry?
Why is XR an important investment to make?
What would you tell women new in their XR journey?
Hear from our Autodesk Influencers!

Marta Ezcurra  
Technical Account Specialist, M&E  
“Education will be the tool to eradicate poverty, and technologies like AR/VR will accelerate the process.”

Smita Rajmohan  
Senior Counsel, PSET  
“Curiosity about new technology and enthusiasm can take you places! And always remember to lift others along as you climb.”

Sarah DeFlaminis  
Sr. Technical Support Specialist  
“Emerging technologies are amazing, useful for training, as well as for AEC when customers can virtually walk-through a space during the design process.”

Ellen Hlozan  
Network Community Manager  
“Women are early adopters should experiment with XR and continue to be playful and break the boundaries of this evolving medium!”
XR Collaboration Booth

- In the AEC Industry Zone within the Expo Hall
- Try a tech preview of the next generation of The Wild
- Demos of Prospect by IrisVR, one of Autodesk’s current VR collaboration products

VR Usability Testing

- Melissa’s team can be found adjacent to the Idea Exchange in the Community Zone
- Same tech preview in a more feedback-focused interactive session

XR meetups

- Lafayette Square (Community Zone) today at 3pm and 4:30pm CST

Yulio VR

- Yulio is so excited to join Autodesk University as a silver sponsor this year!
- Join us at our booth at AE608, right beside the main entrance where we are showcasing the simplest way to create VR and AR with the tools you already know.
- Or, come see our Chief Product Officer, Ian Hall and I present our solution in our session on Thursday morning at 8 am – we’re session AS502939, Titled: Create, Enhance and Present: Practical VR/AR Presentations, Solved
WHEN WOMEN GET TOGETHER AS A GROUP, IT IS IMMENSELY POWERFUL

AFFIRM
“"I create my own reality""

STRONG WOMEN; STRONG WORLD.