

XIAOXUAN ZHONG

SHE / HER

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EDUCATION

Master Of Entertainment Technology, Carnegie Mellon University, Pittsburgh, PA | Expected- 2025

Digital Media Arts & Design, China University Of Geosciences, Wuhan | 2019 - 2023

Bachelor of Arts

- Outstanding Leader (School-Level) | 2021
- Silver Award, The 7th China International "Internet +" College Students Innovation And Entrepreneurship Competition | 2021
- Grand Prize, 16th Information Research Competition, China University Of Geoscience | 2021
- Outstanding Minister In The Student Union | 2020 - 2021

PROFESSIONAL EXPERIENCE

Music Visualize AI Plugin (Sold to Beijing JinChang ShiJie Technology Co., Ltd.)

Programmer, Project Manager, UIUX Designer | 2024.6

- Assigns up to 20 distinct audio channels while performing emotional analysis of music in real time to adapt lighting and scene colors dynamically;
- Utilized the gRPC interface framework to enable external software calls; Based on the Unreal Engine, used Python integration to execute AI function;
- Automatically identified and classified elements in scenes for visualization, with AI assigning audio channels to each scene element and visualizing them according to the current audio channel;
- Manage production over multi-timezone team (10 people), ran daily communication with stakeholders, delivered client requirement to the team and negotiated when change is needed.

TrailblazAR (Dragon's Den, Location Based AR Game)

Programmer, Technical Artist and UIUX Designer | 2024.2

- Programmed interactive features in Unity Engine using Hololens2 and X-Real Light AR Glasses
- Combined AR with the organization's architecture in reality using X-Real glasses, allowing players to trigger AR effects while interacting with and touching real buildings
- Created and implemented various shaders and visual effects for interaction presentation

Beijing 7D Vision Technology Inc

Internship - Interaction Designer | 2023.3 - 2023.5 & 2021.5 - 2021.8

- Participated in the research and development of a technology based on 2D plane recognition for 3D human bodies
- Skilled in interaction design tools (Sketch/Figma) to draw flowcharts and wireframes
- Coordinated with various technical departments to cooperate with the product exhibition
- Worked with Unity engine, built white box prototype and implemented simple interactive experience utilizing Unity Engine

ACADEMIC PROJECTS

Level Design Production (ETC project sponsored by META)

VFX Programmer, UIUX Designer | 2024.9

- Created spawn particles at the edge of dissolving effects to enhance the Shadow Merge skill, allowing the character to become semi-transparent when entering shadowed areas
- Designed and Implemented in-game VFX effects for shooting, dashing, and blood sickles etc. using the Niagara system
- Designed all UI/UX elements in Figma, including dynamic buttons that guide players to interact. Arrange the positions of the buttons and the tutorial section of the UI in a way that allows players to interact with the UI

ZOOPPO (Experimental Game)

Programmer | 2023.10

- Programmed C# scripts for in-game interactions, camera changes in game scenes, and tracking of Vive Tracker devices outside the game

Hello Darkness, My Old Friend (VR Game)

Technical Artist and Programmer | 2023.9

- Programmed C# scripts for visual special effects different XR interactions and scene switching
- Implemented visual special effects for creating shaders in Unity with Amplify Shader Editor

SKILLS&TOOLS

Python

C#

C++

Unreal Engine

Unity 3D

Amplify Shader Editor

Figma

Rhino

ZBrush

KeyShot

Autodesk 3D Max

Adobe Photoshop