

XIAOXUAN ZHONG

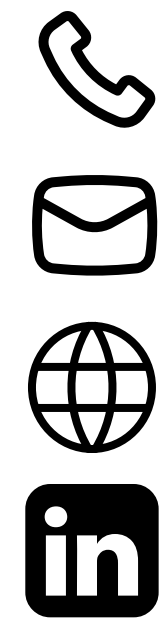
Started from Human-Computer Interaction and actively pursuing a career in Technical Project Manager

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EDUCATION

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

Bachelor Of Human Computer Interaction, China University Of Geosciences | 2019 - 2023

- 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

Kooapps (Mobile Games)

Technical Project Manager | 2025.11 - Present

- Partnered closely with engineering and data teams to drive monetization growth;
- Led Snake.io Web monetization growth end-to-end, collaborating with Eng/Data to upgrade the monetization approach and page strategy (Prebid.js + GAM), driving 3× web ad revenue;
- Owned monetization health across 25+ titles and multi-platform releases (iOS/Android/Amazon/Web); monitored revenue and data consistency, use data-driven strategy, work with devs to close revenue gaps/under-logging issues.;
- Coordinated cross-timezone PH/TW teams to deliver parallel initiatives; broke down requirements, managed risks/milestones, and produced dev specs + acceptance criteria to ensure on-time releases;
- Continuously identified and shipped revenue opportunities: Improved shared consent flow (Shared CMP Popup) to increase consistency and monetization stability.

Minine Games Inc

Mobile Game Developer | 2025.7 - 2025.11

- Implemented modular and plug-and-play UI animation systems in Unity using DOTween, with callback-based architecture to ensure seamless integration with gameplay logic, applied in two mobile games, one of which has already launched.
- Managed the development of multiple overseas mobile games using Unity, focusing on performance optimization by editing VFX and material assets to reduce rendering load and prevent frame drops;
- Created in-game visual effects through graphic rendering and custom shaders to enhance visual quality while maintaining performance;

AI Music Visualization Plugin (Sold and Profited)

Producer | 2024.6

- Led and produced from a small side project to a commercialized product, successfully sold to a visual tech company for commercial use in live music and entertainment events;
- Managed a team of 10 people across 3 different time zones, running agile sprints, and facilitating communication between directors, DJs, lighting designers, and technical artists;
- Pitched the plugin to external partners and investors, eventually securing a buyer. Negotiated the deal, gathered their requirements, and managed the final delivery of a customized version for their commercial use. Oversaw feature redesigns and development iterations based on buyer feedback, balancing artistic intent with engineering feasibility.

ACADEMIC PROJECTS

TrailblazAR (LBE, VR & AR Game)

Co-Producer, Programmer | 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 VFX effects for interaction presentation.

Level Design Production (ETC project sponsored by META)

UIUX Programmer, VFX Artist | 2024.9

- Programmed UI and VFX into game system, used OOP to make game mechanic more clear to code in Unreal Engine5;
- Designed and programmed all UI/UX elements in Figma and dynamic UI render in niagara system, including dynamic buttons that guide players to interact;
- In niagara system, 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.

SKILLS&TOOLS

ClickUp	Figma	Adobe Premiere	Python
Trello	Unity	Unreal Engine	C#
JIRA	Ridder	Amplify Shader Editor	C++