

# XIAOXUAN ZHONG

a.k.a. Claire (She/Her/Hers)

PRODUCER / TECHNICAL ARTIST / GAME DESIGNER

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## EDUCATION

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

Concentrated in Producer, Technical Art

**Digital Media Arts & Design, China University Of Geosciences, Wuhan** | 2019.9 - 2023.6

Bachelor of Arts

### Honors

- Outstanding Leader (School-Level) | 2021
- Silver Award, The 7th China International "Internet +" College Students Innovation And Entrepreneurship Competition | 2021.6
- Grand Prize, 16 Th Information Research Competition, China University Of Geoscience | 2021.5
- Outstanding Minister In The Student Union | 2020 - 2021

## PROJECT EXPERIENCE

### ZOOPPO (Experimental Game) for CMU Building Virtual World

Programmer | 2023.10 (1 week)

- Using Vive Tracker, 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) for CMU Building Virtual World

Technical Artist and Programmer | 2023.9 (2 week)

- Implemented visual special effects for materials to dissolve into each other by creating shaders in Unity with Amplify Shader Editor
- Programmed the C# scripts for applying visual special effects corresponding to different XR interactions and scene switching

### The Secret Garden (AR Game) for CMU Building Virtual World

Technical Artist and Programmer | 2023.9 (2 week)

- Implemented visual special effects for materials to dissolve into each other by creating shaders in Unity with Amplify Shader Editor

### Patent Inventor, China National Intellectual Property Administration

- National Utility Model Patent - Human-Computer Interaction Eye Protection Stereoscopic Imaging Device (Patent No.: ZL 2021 2 2844685.6) | 2021.11

## INTERNSHIPS

### Beijing 7D Vision Technology Inc

Internship - Interaction Designer | 2023.3 - 2023.5

- Participated in the research and development of a technology based on 2D plane recognition for 3D human bodies.

### Beijing 7D Vision Technology Inc

Internship - Interaction Designer | 2021.5 - 2021.8

- Skilled in interaction design tools (Sketch/Figma) to draw flowcharts and wireframes
- Participated in product VR/AR scene creative construction project, write the text required for product exhibition
- Coordinated and interfaced with various technical departments to cooperate with the product exhibition
- Involved in XR virtual reality interactive experience projects, skilled in using Unity and efficient output design solutions
- Skilled in Unity engine, building white models and verifying simple interactive experiences in the engine

## SKILLS&TOOLS

C#/ Java

Unity 3D

KeyShot

InDesign

Rhino

Cinema 4D

Computer Graphics

Adobe Premiere

Adobe Photoshop

Procreate

Figma

Shader Graph

Autodesk 3DS Max/Maya

Amplify Shader Editor

Unreal Engine 5

ZBrush