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WECHAT LINKEDIN GITHUB

工作经历

粒界科技，技术美术，正职 ~ 2年8个月 07/2021 – 03/2024

作为技术美术开发 XR, 移动端游戏优化, BYD 方程豹 8 车机，个人编写 4 个专利，联合申请 6 个软著。基于自研引擎开发 AR、车机等解决方案。

腾讯云，技术美术，正职 ~ 7个月 09/2020 – 03/2021

3D 特效和模型开发，使用自研引擎、Unity、Unreal Engine 以及 DCC 工具进行项目开发。设计公司内部资产库规范，维护美术工作流程，保证资产质量。主导了上海地铁后台大屏、宝龙地产大屏、北京大兴机场等智慧城市项目开发。

教育背景

西交利物浦大学 ~ 1年7个月 09/2024 – 03/2026

人机交互，全日制硕士研究生，成绩：Distinction
核心课程：机器人控制基础、数据可视化、机器学习、数据挖掘和分析、人工智能、人机交互

成都大学 ~ 4年 09/2016 – 07/2020

数字媒体技术，全日制统招本科，成绩：86/100
核心课程：C 语言、C++、数据结构与算法、计算机图形学、游戏开发基础、数字媒体技术基础、虚拟现实、3D 建模技术、数字媒体艺术基础、平面设计、网页开发技术等

项目经历

KernalMind-Apex 机器人遥操及具身数据采集XR 应用
机械臂夹爪及灵巧手头显端应用开发(Meta Quest/ Pico)+第一人称场景及交互数据采集, 11/2025-04/2026

CGI (国际计算机图形学会议)
VAI-Med:医学教育的语音手势协同多模态交互, CGI 论文接收, 2026

SIGGRAPH Asia (计算机图形学与交互技术会议)
人体解剖学教学的混合现实与其他方法的对比研究,ACM SIGGRAPH Asia论文接收, 2025

VAI Unity插件
在任何Unity项目中执行高准确的语音控制(唤醒词-语音转文字-本地意图识别-工具调用), 个人工程项目, 2025

CameraArrayTools
UE5 相机批渲染插件, 个人工程项目, 2025

BYD 方程豹8
粒界科技与比亚迪车机研发3D 场景, 技术美术，2021-2023

MR Creator 混合现实编辑器软件
粒界科技混合现实编辑器软件, 技术美术和产品定义,2022-2023

数字医生
复旦大学附属中山医院 AI 语音数字医生, 技术美术, 10/2023-12/2023

梅赛德斯奔驰G-Box
梅赛德斯奔驰Unreal Engine G-Box汽车交互体验, 技术美术 07/2022

上海地铁后台大屏可视化
腾讯云Raydata上海地铁后台大屏可视化, 技术美术, 2/2021

证书 · 专利

- **PMP** 项目管理专业人士证书, 2023
- Professional **Scrum Master** 证书, 2023
- 2016，2017，2018 成都大学本科荣誉奖学金
- **专利**：气象数据处理方法、装置、存储介质及设备(中国)，2024
- **专利**：房屋立体模型显示方法、装置、介质及设备(中国)，2023
- **专利**：地形绘制方法、装置、存储介质及设备(中国)，2022

技能

- 语言: 中文(母语); 英语(IELTS 6.5);
- 编程技术: Python, C++, C#, javascript, Unity, Unreal Engine, Maya, Blender python
- 产品设计: Adobe Creative Suite, Figma, UI/UX design, product feature design
- 项目管理：Technical management, cross-functional team leadership, agile project management
- AI 和数据分析: Python, PyTorch, Data Mining, SPSS, Text-to-image tools



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Job

GritWorld GmbH, Technical Artist, Onsite fulltime ~ 2 YRS 8 MOS 07/2021-03/2024

As Technical Artist developed XR, mobile game optimization, BYD Fangchengbao 8 car system. Personally wrote 4 patents and jointly applied for 6 software copyrights. Developed AR and car system solutions based on proprietary engine.

Tencent Cloud, Raydata Technical Artist, Onsite fulltime ~ 7 MOS 09/2020-03/2021

Education

Xi'an Jiaotong-Liverpool University ~ 1 YR 6 MOS 09/2024-03/2026

Human-Computer Interaction with distinction, Full-time Master's
Core courses: Data Visualization, Machine Learning, Data Mining and Analysis, Artificial Intelligence, Human-Computer Interaction

Chengdu University ~ 4 YRS 09/2016-06/2020

Digital Media Technology, Full-time Bachelor's
GPA: 86/100. Core courses: C Language, C++, Data Structures and Algorithms, Computer Graphics, Game Development Fundamentals, Digital Media Technology, Virtual Reality, 3D Modeling, Digital Media Art, Graphic Design, Web Development

Project · Experiences

KernalMind-Apex Robot Teleoperation and Data Collection XR App
Development of gripper and dex-hand remote control (Meta Quest/Pico) + egocentric and spatial data collection, 11/2025-04/2026

Voice AI Unity Plugin
VAI Implement highly precise natural language voice control pipeline in any Unity projects. (wake word->ASR->intent match->tool_call), master’s project, 2025

CameraArrayTools
UE5 Camera Batch Rendering Plugin, personal project, 2025

AI Digital Doctor
Fudan University Zhongshan Hospital, Technical Artist, 10/2023-12/2023

[Paper] Computer Graphics International 2026
VAI-Med: Synergistic Voice and Gesture Multimodal Interaction for Medical Education

BYD Fangchengbao 8 Car System
BYD Fangchengbao 8 Car System 3D Scene, Technical Artist, 2021-2023

Mercedes Benz Unreal Engine G-Box interactive sales system
Technical Artist, 07/2022

[Paper] ACM SIGGRAPH Asia 2025
Advancing Anatomy Outreach: A Systematic Comparative Study of Mixed Reality, Computer-assisted, and Conventional Methods

Mixed Reality Creator
Mixed Reality Editor Software, Product Designer, 2022

Shanghai Metro Data Visualization Tencent Raydata project
Technical Artist, 2021

Certificates · Patents

- PMP Project Management Professional Certificate, 2023
- Professional Scrum Master Certificate, 2023
- Meteorological Data Processing Method, Apparatus, Storage Medium, and Device (China), 2024
- 3D House Model Display Method, Apparatus, Medium, and Device (China), 2023
- Terrain Rendering Method, Apparatus, Storage Medium, and Device (China), 2022
- 2016, 2017, 2018 Chengdu University Undergraduate Honor Scholarship

Skills

- **Language**: Mandarin(native); English(IELTS 6.5);
- **Tech**: Python, C/C++, C#, Unity, Unreal Engine, Maya, Blender
- **Data:** Python, PyTorch, Data Mining, SPSS, Text-to-image tools
- **Project management:** Technical management, cross-functional team leadership, agile project management
- **Product design:** Adobe Creative Suite, Figma, UI/UX design, product feature design