

BINGJIE XUE

GAME & XR DEVELOPER | TECHNICAL ARTIST

 bridgetxue9036@gmail.com

 (215) 460-2155

 San Francisco Bay Area

 <https://bridgetxue.com/>

SKILLS

DEVELOPMENT

- Game Development: Unity Engine | Unreal Engine
- VR/AR Experience Development: Oculus | HTC Vive | HoloLens | Apple Vision Pro | Vuforia | AR KIT | AR CORE | Web XR
- Software and App Development: C# | C++ | Java
- UX and Front-End Development: HTML | CSS | JavaScript |
- CGI Scripting: Python | Maya Mel

DESIGN

- 3D and Animation: Maya | Houdini | ZBrush
- Video & Post-production: Premiere | After Effects | Nuke | Final Cut
- 2D & UX/UI: Photoshop | Illustrator | Figma

EDUCATION

MASTER OF SCIENCE
in Digital Media
Drexel University, Philadelphia PA
2012-2014

BACHELOR OF ENGINEERING
in Digital Media Technology
Jiangnan University, China
2008-2012

Lead Technical Artist and Game Developer with over 9 years of experience. Excels at creating dynamic, innovative, and highly interactive gamification solutions, specializing in game pipelines and XR development.

PROFESSIONAL EXPERIENCE

R&D DIRECTOR 2023.07 - 2023.11

Time Traveller Inc, Remote

Overseeing and leading research in XR social game with cutting edge MR game development and AI content generation technology.

- Lead a startup team of 10+ in research, prototyping and XR game development.
- Build and lead the team from 0 to 1, execute R&D strategy.

SR ENGINEER, GAME DEV IN THE CLOUD 2022.02 - 2023.08

Tencent America, Palo Alto CA

Pioneer in building up cloud-enabled game studios. Discover and build cloud-based solutions to help the global game dev organization building up better pipelines.

- Lead a team of 10+ in design/develop of global game asset management system.
- Research possibilities with game development and cloud tech. Discovered and involved in building up 5+ Tencent overseas internal solutions/games.
- Bridge between cloud engineers and game studios.

LEAD DEVELOPER | SR GAMIFICATION DESIGNER 2014.10 - 2022.02

Tipping Point Media, Malvern PA

Lead in design, development, and implementation for many award-winning projects, including VR/AR/MR experience, iOS/Android based games, and Web based games.

- Write high performance code, debug, and solve complex problems.
- Research new technologies, prototype new interactions and features.
- Architect efficient and reusable systems/tools for the code and art teams.
- Create pipelines to achieve desirable visuals while ensuring optimal performance.
- Lead and coach junior developers/outsourcing, setting quality standards.

CONTRACT TECHNICAL WRITER (PART-TIME) 2016.11 - 2018.05

Tencent, Remote

Write technical articles and share personal insight on the VR/AR industry, create dev blogs, tutorials, speak at online conferences to provide help for new and indie devs.

EXECUTIVE TECHNICAL DIRECTOR 2013.02 - 2014.11

Three Fellows, Philadelphia PA

Responsible for pre-vis, cinematography, editing, VFX and other overall technical directing for the start-up video program with 10 million viewers and subscribers.

WEB AND VIDEO EDITOR 2012.05 - 2012.09

Beijing Prominion Publishing Co., Beijing China

PRODUCTION ASSISTANT (INTERN) 2011.06 - 2011.08

China Central Television, Beijing China