



Yvonnexiong1114@gmail.com

979-676-6611

# Yinan Xiong

[www.YinanXiong.com](http://www.YinanXiong.com)

## EXPERIENCE

### Community Mentor and XR bootcamp fellow

*XR Bootcamp - Apprenticeship*

3/2025 – 8/2025

- Mentored 90 students in the 9th cohort of the XR Foundation & Prototyping Bootcamp. This mentorship role was included as part of the full scholarship I was awarded for the program.
- Developed and prototyped VR, AR, MR, XR Games and Application in Unity with C#.
- Scoped and pitched projects, developed 4 XR Prototypes (alone) and 2 XR MVPs (team projects).

### Pipeline/Tool Developer / 3D Artist

*Apple – Contract @San Francisco Bay Area, USA*

8/2019 – 3/2023

- Developed CG core pipeline tools for industry standard DCC applications and production management software. Designed and prototyped GUI interface to optimize user experience. Tools included: Launcher, Loader, Scene Manager, Publisher, Work File Manager, etc.
- Tested, debugged, and documented tools in a constantly evolving environment.
- Wrote tools for Look Dev / Lighting, refactored multiple tools in different pipeline steps.
- Built and test Auto-Rigging system in Python and Created GUI with Qt.
- Light and Comp for asset points of interest and look development for assets.

### Lighting TD / CG Generalist (Commercial)

*Framestore @New York, USA*

8/2016 – 7/2018

- Developed tools for Maya, Nuke, using Python to automate traditional manual tasks and improve pipeline workflow. Followed the instruction from supervisor and experimented R&D test in Unity with c#.
- Participated in 18 commercial pieces and VR projects for different clients, rendered more than 100 shots with Arnold, Redshift, and Octane.

### Lighter and Compositor (Commercial/ Game Cinematic/ Feature Animation)

*The Mill, Psyop & Brand New School @New York, USA*

7/2018 – 6/2019

*HouseSpecial LLC. @Portland, USA*

6/2016 – 8/2016

*Light Chaser Animation Studio @Beijing, China*

6/2015 – 9/2015

- Composited and lit several spots for the 2018 Google product including Pixel 3, Home Hub, and Pixel Slate on the Google Store website, EA cinematic "Plants vs Zombies", Chinese feature animation "The Guardian Brothers".
- Retouched footage and product images using techniques like Camera tracking, rotoscoping, etc. Ensured consistency of shots which required a fine appreciation of the color balance and overall look. Finalized many photorealistic compositing projects.

### Web Designer / Front-end Developer (Web)

*Hujiang Online Foreign Language Education @Shanghai, China*

7/2011 - 4/2012

- Designed and developed web pages on different topics for Hujiang. Conducted user demand analysis. Worked with R&D teams and managers to prioritize market needs. Front-end Development included using javascript/jquery to build widgets and using Actionscript to make interactive flash animations.

## SKILLS

- XR/VR Prototyping, Game Development.
- CG Tool/Pipeline Development, Shader writing
- 3D Modeling/ Look Dev/ Rigging/ Lighting/ Compositing/ Effects.
- UI/UX, Front-end design and development

## EDUCATION

M.S. – Visualization (computer Graphics)

2014 – 2016 Texas A&M university

M.F.A. – Visualization (computer Graphics)

2013 – 2014 Texas A&M university

## TOOLS

**3D** Maya, Unreal, Unity, Nuke, Cinema4D, Substance Designer/Painter, Quixel Mixer, Katana, 3Dmax, Mari, Mudbox, Zbrush, Houdini, Octane Standalone, (Renderer include: Arnold, Vray, Mentalray, Renderman, Octane, RedShift)

**2D** Photoshop, Illustrator, Indesign, Premiere, Aftereffects, Final Cut Pro

**Programing** Python, C#/C++, Qt, WebGL, OpenGL, GLSL, Mel, Shell, RSL, Html, CSS, JavaScript, jQuery, Actionscript, SQL