



Yinan Xiong | XR Creative Technologist

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XR Creative Technologist with expertise spanning visual effects, technical art, software development, and immersive technologies. I prototype AI-powered spatial experiences that bridge creativity and technology through spatial computing, embodied interaction, and emerging XR workflows.

FEATURED XR EXPERIENCE

Yume - Step Into Your Dream

AI-powered XR experience transforming children's drawings into explorable immersive worlds.

- Led end-to-end concept development and implementation of a WebXR experience centered around parent-child co-exploration.
- Developed a pipeline combining children's drawings, AI world generation, and immersive exploration using World Labs Marble.
- Winner, Worlds in Action 2026 (Best Filmmaking, Entertainment & Simulation App Track); featured at XR Women Builder Showcase and AWE USA Builder Stage.

RoomRevive

Spatial computing prototype reimagining home transformation through AI and XR.

- Co-developed an XR experience enabling users to visualize personalized home redesign concepts within their own spaces.
- Integrated room scanning, Gaussian splats, and AI-assisted design exploration into immersive workflows.
- Finalist, XRCC 2026.

ChadoXR

Mixed reality experience teaching traditional Japanese tea ceremony through embodied interaction and cultural storytelling.

- Developed expressive character systems including rigging, animation, and facial expressions for narrative guidance.
- Implemented UI interactions and audio integration supporting immersive learning experiences.
- Winner, Best Use of STYLY - MIT Reality Hack 2026.

PROFESSIONAL EXPERIENCE

Community Mentor & XR bootcamp fellow

XR Bootcamp - Apprenticeship 2025

- Mentored 90+ students within the XR Foundation & Prototyping Bootcamp as part of a competitive scholarship program.
- Developed and guided rapid prototyping of VR, AR, and MR experiences using Unity and C#.

VFX Pipeline / Tool Developer & Technical Artist

Apple San Francisco Bay Area | 2019-2023

- Developed production tools and user-facing interfaces that streamlined workflows across CG teams.
- Bridged technical and artistic disciplines by translating production needs into scalable pipeline solutions using Python and Qt.
- Contributed technical art expertise across rigging, look development, and lighting workflows.

Technical Director / Lighting Artist / CG Generalist

Framestore New York | 2016-2018

- Delivered visual solutions across commercial and immersive projects, combining artistic direction with technical problem-solving.
- Developed automation tools in Maya and Nuke to improve production workflows.

Lighting Artist & Composer

The Mill • Psyop • Brand New School • HouseSpecial • Light Chaser Animation New York | 2015-2019

- Contributed to award-winning commercials, cinematics, and animated productions for global brands and entertainment clients.
- Collaborated closely with directors, artists, and technical teams to deliver visually compelling experiences under tight production schedules.

RECOGNITION

🏆 Worlds in Action 2026
— 1st Place Winner

🏆 MIT Reality Hack 2026
— Best Use of STYLY

🎤 XR Women Builder Showcase
Presenter • AWE USA 2026 Builder
Stage Presenter

★ XRCC 2025 & 2026 Finalist

SKILLS

XR

Unity • WebXR • Spatial Computing •
Rapid Prototyping • AR/VR/MR

Technical

C# • Python • JavaScript • Qt •
OpenGL/WebGL • Maya • Nuke •
Houdini

Creative

Technical Art • AI Workflows •
Interactive Design • Front-end
Development

EDUCATION

M.S. & M.F.A. Visualization
(Computer Graphics)

Texas A&M University