

# XICHENG WANG

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## ⚙️ SKILLS

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### Technical Skills

- Programming Languages: C/C++, Python, C#, GLSL
- Toolkits and Frameworks: Maya, 3Ds Max, CUDA, Unreal Engine 5, Unity, OpenGL, Photoshop, Substance, Linux, PySide, PyQt, Maya API, 3D Math, USD, FFmpeg, WebDAV, ShotGrid, FlightGear, MCP, Machine Learning

## 👤 WORK EXPERIENCE

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### PlayStation San Diego

May 2022 – Present

*Technical Artist / Tools Programmer (Contract)* - Skills: Python, Maya, ShotGrid, Git, Perforce, USD

- Designed, implemented, and supported animation and rigging pipelines for the cinematic animation team on Death Stranding 2.
- Developed tools such as a Python/FFmpeg-based playblast system for streamlined preview generation.
- Developed a batch scene prep tool that automatically splits scenes into sequences and shots, publishes them to the database, and reduces scene prep time by 80%.
- Collaborated with TD to support and improve rigging tools.
- Refactor tools to use WebDAV. Delivered custom Maya and Python tools to streamline workflows for environment and animation teams on an unannounced title.
- Develop and integrate pipeline tools with USD on an unannounced title.

### Tencent Games Shenzhen, China

November 2020 – July 2021

*Technical Artist Intern* - Skills: Python, Maya, Shader, UE4, Unity, Houdini, Git

- Developed the interactive grooming brush for hair/fur in Maya using Maya Python API and PySide. The brush has various features, such as rotating fur, moving control vertices and highlighting guide curves, which improves the pipeline of making hair/fur for artists.
- Developed custom shaders for characters in Unity, and assisted artists to create volumetric clouds using Unreal 4 plug-in.

### NetEase Games Guangzhou, China

June 2020 – August 2020

*Technical Artist Intern* - Skills: Python, Maya

- Developed a batch process tool that can send animated character from Maya to 3ds Max, using Python, FBX SDK and MaxScript. The tool would keep the size of mesh, skeleton and skin of characters the same when Maya and 3ds Max have different units.

### JunHe Innovation Beijing, China

May 2018 – June 2019

*C++ Software Engineer* - Skills: C++

- Developed the node editor for the in-house game engine and the functionality of slicing meshes.
- Implemented mesh processing features for the in-house game engine.

## 🎓 EDUCATION

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### Clemson University, Clemson, United States

2019 – 2022

*Master of Science* in Digital Production Arts (DPA)

### Beijing Institute of Graphic Communication(BIGC), Beijing, China

2014 – 2018

*Bachelor of Engineering* in Digital Media Technology

## PROJECTS

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### **Maya MCP Tool**

March 2025 – May 2025

*Python, MCP, Maya*

- This project enables AI assistant clients like Claude Desktop/Cursor to control Maya through natural language using the Model Context Protocol (MCP)

### **Eye Motion**

October 2021 – December 2021

*C#, Python, Unity*

- Implemented a method in Unity to reduce calibration errors in eye-tracking data, under the supervision of PhD candidate Ryan Canales (advised by Prof. Sophie Joerg)..