

XICHENG WANG

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⚙️ SKILLS

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

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

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

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)