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

Projects

Tool Development in Game Production Workshop, Duke University September 2025 – September 2025

Guest Speaker / Instructor

- Delivered a workshop at Duke University covering Python-based tool development in Maya. Led a 15-minute Q&A session discussing real-world production workflows and tool design principles. Conducted a 40-minute live demonstration developing a functional Maya Python tool using PySide and Qt.

Time-Series Stock Prediction with ML, Clemson University April 2022 – May 2022

Developer - Skills: Python, Machine Learning

- Investigated time-series forecasting of share prices using a 60-day rolling prediction framework; achieved 98.2% accuracy ($R^2 = 0.947$) with a Multi-layer Perceptron and 96.7% accuracy ($R^2 = 0.846$) with Polynomial Regression.

Eye Motion, Clemson University Visual Computing Lab October 2021 – December 2021

Research Assistant - Skills: C#, Python, Unity

- Implemented a Unity-based method to reduce calibration errors in eye-tracking data for a deep learning–based avatar eye movement synthesis project, under the supervision of PhD candidate Ryan Canales (advised by Prof. Sophie Joerg).

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) - GPA 3.8 / 4.0

Beijing Institute of Graphic Communication(BIGC), Beijing, China 2014 – 2018

Bachelor of Engineering in Digital Media Technology - GPA 3.3 / 4.0