

Siming Wang

Creative Technologist | XR & Real-Time Interactive Developer

Email: simingvv@gmail.com

Portfolio: <https://wsmymk3.github.io/ProfolioWSM/>

Profile

Creative Technologist and XR Developer with a background in computational arts and real-time systems. I design and build shippable interactive products across XR, real-time 3D, and immersive media — from concept and prototyping to deployment-ready experiences.

Core Skills

- Creative Technology & XR Development
- Real-Time Interactive Systems
- Prototyping & Product-Oriented Development
- Interactive Installation & Immersive Experience Design

Professional Experience

1. Technical Artist / Creative Technologist (Freelance)

6Liè Projects · Mar 2025 – Jan 2026 · Remote (UK)

- Developed real-time interactive systems using Unreal Engine for immersive and XR projects.
- Contributed to UKRI Immersive Tech Network and Immersive Arts supported works.
- Integrated AI-driven components into real-time pipelines.

2. Visual Artist / Creative Technologist (Internship)

Shanghai Chaomo Studio · Sep 2021 – Jul 2022 · Shanghai, China

- Built interactive and generative prototypes using JavaScript and Python.
- Designed visual systems for thematic exhibitions and installations.

Tools & Technologies

- GitHub, Figma, Claude + Obsidian
- Unity (URP, Animation, VFX, XR Interaction Toolkit)
- Unreal Engine (Blueprints, C++)
- TouchDesigner
- Houdini & Houdini Engine (UE / Unity)
- C#, Python
- Blender, Maya, MotionBuilder

Selected Project Experience

- ·**Signie — Shippable XR / AI Product (AWE USA 2025) —**
Designed and shipped a real-world XR product enabling real-time interaction and translation workflows.
Built real-time interaction logic, animation pipelines, and system-level workflows using Unity / Unreal Engine to support responsive, user-driven experiences.
Integrated AI-driven components to support adaptive real-time behavior and deployment-ready product use.
- ·**Datnie —**
Developed a product-style XR prototype exploring real-time, gesture-driven interaction within a scalable experience framework.
Implemented interaction systems, animation logic, and real-time visual feedback using game engine-based pipelines.
Designed for scalability and system behavior, beyond one-off visual demos.
- ·**I AND AI: MIRROR — Immersive Interactive Installation (Inspace, Edinburgh)**
Created an immersive interactive installation integrating spatial interaction, real-time graphics, and multimedia systems.
Built a virtual avatar using Unreal Engine MetaHuman, implementing real-time lip sync to enable embodied digital communication and interaction.
Designed a state-driven interaction system in TouchDesigner, using wake-word detection to control avatar behavior and interaction flow.
Exhibited with support from Immersive Arts UK at Inspace, Edinburgh.

Education

- MFA Computational Arts, Goldsmiths, University of London (2022–2024)
BA Visual Communication Design, East China University of Science and Technology (2019–2022)

Awards & Exhibitions

- Speaker, AWE USA 2025 — Project “Signie”
- Immersive Arts UK-supported Pop-up Exhibition — Project “I AND AI: MIRROR” (Inspace, Edinburgh)