

Siming Wang

Creative Technologist | XR & Real-Time Interactive Developer

Email: simingvv@gmail.com

Portfolio: <https://wsmykm3.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)