Shikang "James" Yong

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Hello.

I'm a **software engineer** with five years of experience in creative technology and web development, specializing in WebGL and shaders. With a background in Engineering and a keen interest in science, I am passionate about creating and innovating through coding, and I am dedicated to exploring possibilities with new digital mediums.

Selected Creative Projects

Cleopatra's Jeans (2022)

·   **Role: Sole developer & Co-designer** of the WebGL website experience.
·   Innovated a ping-pong rendering system for seamless scene transitions.
·   Engineered a browser-based scene editor for real-time animation editing by animators.
·   Conceptualized and implemented interactive particle effects and sand transitions using shader.
·   Developed sophisticated lighting effects.

Dior Chinese Valentine's Day - Stink Studios, Shanghai China (2022)

·   **Role: Creative developer** of the WebGL mobile website experience.
·   Engineered a performant rendering solution for real-time voxel animation.
·   Developed a User-Generated Content (UGC) system offering thousands of digital takeaway variations for users.

Beijing Central Axis - Stink Studios, Shanghai China (2022)

·   **Role: Lead Developer** of the WebGL mobile website experience.
·   Worked closely with 3D artists to create an efficient shading solution that artistically paints the city model utilizing under 5MB of texture data, also enabling real-time mobile rendering of the 2 million triangle cityscape.
·   Co-design and developed a mobile interaction for aligning devices with Beijing Central Axis using the built-in compass, triggering animations that connect users with this historical landmark.

30 Seconds of Light - Stink Studios, Shanghai China (2021)

·   **Role: Lead Developer** of the WebGL mobile website experience.
·   Developed a collaborative virtual experience enabling users to collectively illuminate the Mogao Cave, fostering support for the cause.
·   Engineered a particle-based lighting system that allows real-time illumination of each of the hundreds of caves in the Mogao Cave model.
·   Devised a system for generating unique digital cards with each donation, collaborating with the Tencent Blockchain team to ensure the uniqueness of these cards as digital souvenirs.

Pale Blue Dot - Stink Studios, Shanghai China (2020)

·   **Role: Creative developer** of the WebGL mobile website experience.
·   Resolved animation workflow challenges by creating custom export tools for Maya 3D software.
·   Developed shaders for planetary effects, including atmospheric and storm visuals on Jupiter.

MAISONALT - Stink Studios, Shanghai China (2020)

·   **Role: Creative developer** of the WebGL website experience.
·   Crafted captivating interactive shader effects for the website's key visual.
·   Coordinated and managed to produce the realistic shader effects for diamonds on the jewelry pieces.

Alipay Lab - Resn, Shanghai China (2020)

- **Role - Lead Developer** of the digital installation.
- Co-designed and developed the online to offline digital solution for Alipay Lab, including ticketing, a gamified experience, and a suite of applications including backend microservices, a mobile app, IoT app, and CMS.
- Integrated Alipay's facial recognition technology to offer a seamless user experience throughout the lab experience.
- Coordinated with multiple parties to align APIs and communication protocols, ensuring seamless integration across all system components.

Visit California - Resn, Shanghai China (2019)

- **Role - Lead Developer** of the WebGL mobile website experience.
- Created an intuitive interaction for switching between adult and kids modes using the mobile gyroscope and accelerometer.
- Developed WebGL-based sprite animations to achieve optimal performance with minimal asset size.

Work Experiences

Technology Lead | Stink Studios, Shanghai China (Dec. 2023 - Present)

- Led creative on digital, experiential, XR and other exciting projects.
- Pitched and presented directly to clients alongside the creative director, successfully winning two pitches.
- Led internal R&D and prototyping in WebGL, AR and AI technologies.

Creative Technologist | Stink Studios, Shanghai China (Nov. 2021 - Dec. 2023)

- Led the development of three award-winning projects, including one hitting a record-high score in FWA rating.
- Led the rebranding and adaptation of our global website into a WeChat mini-program for the China market.

Creative Developer | Stink Studios, Shanghai China (Sept. 2020 - Nov. 2021)

- Contributed to three award-winning projects.

Creative Developer | Resn, Shanghai China (Aug. 2018 - Sept. 2020)

- Led the development in a big online-to-offline installation project.

Education

UESTC, Chengdu China (June 2018)

- Bachelor of Engineering in Electronic Information Science and Technology
- Implemented electromagnetic radiation simulation program in C++
- Implemented SOR algorithm on CUDA platform

Awards & Honors

Jury Member - The FWA (June 2022 - Present)
Outstanding Graduation Thesis - UESTC (2018)

Skills

Tools & Frameworks

- Vue.js, WebGL, Three.js, React.js, WeChat Miniprogram, mediapipe, 8thwall
- Docker, Git

Languages

- Javascript, Typescript, Node.js, GLSL, Python, C++, Java

Softwares

- Photoshop, Figma, Blender, C4D, TouchDesigner, Houdini

AI Tools

- OpenAI, StableDiffusion, Midjouney