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| **2022/11 - Current**  **2021/08 – 2022/11** |  | |  |  |  |  | | --- | --- | --- | --- | | **Hu Xinjie**   |  |  |  | | --- | --- | --- | | |  |  | | --- | --- | |  | +86 15997406676 kosam0913@gmailil.com SG LVTP&PLOC holder | | |   Experience in AI model training, optimization, data validation, and automating corelated workflows. Proven skills in enhancing production pipelines, optimizing resource allocation, and implementing CI/CD processes.   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | **Skills**   |  |  |  | | --- | --- | --- | |  | |  | | --- | | Programming: Python, TensorFlow (Keras), Git, Perforce, Linux, Shell scripting : | |  |  |  |  | | --- | --- | --- | |  | |  | | --- | | Software: CorelDRAWX4, Autodesk DCC series, Adobe Creative Suitcase | | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | **Certifications**   |  |  | | --- | --- | |  | TensorFlow Developer Certificate by DeepLearning.AI on Coursera |  |  |  | | --- | --- | |  | Deep Learning Certificate by DeepLearning.AI on Coursera |  |  |  | | --- | --- | |  | Machine Learning Engineering for Production (MLOps) Certificate by DeepLearning.AI on Coursera | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  | **Professional Experience**   |  |  | | --- | --- | |  | Motion Technical Director | miHoYo, Shanghai   * Developed and automated the AI model training process, integrating with a distributed computing cluster (render farm), resulting in a 20-fold acceleration in iteration speed * Optimized model algorithms to meet production requirements by incorporating feature engineering, enhancing robustness for inconsistent input data, and improving model accuracy * Conducted data validation and statistical analysis to reduce overfitting and established data version control, ensuring the integrity and reproducibility of data models * Designed and developed a motion capture toolkit and related automation pipeline, from front-end to software API, simplifying onsite operations and increasing efficiency. |  |  |  | | --- | --- | |  | Pipeline Technical Director | miHoYo, Shanghai   * Designed and implemented an automation pipeline for motion capture data upload, conversion, and synchronization, significantly improving data processing efficiency * Developed and enhanced general production pipelines using the Shotgun framework and Rez packages across all disciplines and teams, streamlining workflows and increasing productivity * Established production delivery entities integrated with a linked notification system to ensure timely and efficient project updates * Designed and implemented a distributed computing cluster resource allocation workflow and render retry system based on Kafka and Linux services, optimizing resource usage and system reliability * Designed a specialized Unreal Engine launcher for live-streaming requirements and automated the CI/CD workflow, ensuring seamless integration and optimal performance. |  |  |  | | --- | --- | | **2017/07 – 2021/07** | Associate Production Engineer | Industrial Light & Magic, Singapore   * Provided daily technical support across departments in studio, worked closely with CG supervisor/ production/ CG artists to ensure multiple projects run smoothly and get delivered as scheduled * Developed render data extraction scripts and applied new metric collection functions on data deriving scripts on Elasticsearch and visualized stats data using Kibana/Graphite/Grafana * Designed and implemented the Clarisse resource allocation script which maximized licenses/hardware resource utilization while hit targeted daily render priorities * Developed 3D software plugins/scripts to automate certain routines that increased work efficiency of artists, improved in-house pipeline tools to expedite workflow based on project-specific requirements * Enrolled in post-production projects: Red Notice, Aquaman, Solo: A Star Wars Story, Ready Player One. | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | **Education**  **2016/07 – 2017/07**   |  |  | | --- | --- | |  | **Nanyang Technological University, Singapore (CGPA 4.0/5.0)**  Master of Science: Digital Media Technology  School of Computer Science and Engineering  Specialization: Advanced Computer Graphics    *MAGIC Game Challenge 2016 (First prize winner)*  <http://magic.ntu.edu.sg/news/1-latest-news/391-magic-game-challenge-2016>  **2012/06 – 2016/09** | |  | **Wuhan University, China (CGPA 3.4/5.0)**  BSc. Geographic Information System  School of Resource and Environmental Science  Specialization: Computer Graphics & Digital Image Processing  *China National Scientific Research Project*  Hyperspectral Image Classification using Sparse Representation in Face of the Small Sample Size Problem  President of the College Student Union  Excellent Student Leader    **Languages**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | |  | |  |  | | --- | --- | | Chinese (Mandarin)  English | Native  Advanced | |  |  | |  |  |  |  |  | | --- | --- | --- | --- | |  | |  |  | | --- | --- | |  |  | | | | |  |

**2012-09 – 2016/06**

**2016/07 – 2017/07**

**2017/07 – 2021/07**