


BINGJIE XUE

EXPERIENCE PRODUCT DESIGNER | TECH ARTIST

 bridgetxue9036@gmail.com

 (215) 460-2155

 San Francisco Bay Area

 <https://bridgetxue.com/>

SKILLS

DEVELOPMENT

- Software Development: C# | Python | C++
- Front-End Development: HTML | CSS | JavaScript
- Game Development: Unity | Unreal Engine

DESIGN

- 3D and Animation Design: Maya | Houdini | Substance
- UX & Graphic Design: Figma | Photoshop | Illustrator
- Video and Post-Production: Premiere | After Effects

EDUCATION

MASTER OF SCIENCE

in Digital Media

Drexel University, Philadelphia PA

2012-2014

BACHELOR OF ENGINEERING

in Digital Media Technology

Jiangnan University, China

2008-2012

SUMMARY

Lead Experience Product Designer & Technical Artist with 10+ years of experience, specializing in design technology, game/AIGC/3D/video production. Focused on emerging technologies, delivering scalable, award-winning digital experiences.

PROFESSIONAL EXPERIENCE

TENCENT

SR PRODUCT DESIGNER & TECH ARTIST | Palo Alto CA

2022.02 – Now

- **Innovation in Cross-Disciplinary Design Tech:** Spearheaded the design and integration of cloud technologies, 3D pipelines, AI data analysis, and UX principles into *Global Game Asset Management* SaaS, optimizing workflows for Thousands of users across Top Game Studios with PB storage.
- **UX Design & Problem Solving:** Identify and research pain points, prototype solutions, and develop scalable processes to tackle complex and massive use cases.
- **Project Management:** Led a team of 15+ as Product Lead, overseeing design, architecture, and deployment from concept to completion.

TIME TRAVELLER INC

R&D DIRECTOR | Remote

2023.07 – 2023.11

- **AI-Driven Content Generation:** Led research in AI-driven content generation for XR social gaming, focusing on game asset creation, UGC, and game development.
- **Game Production:** Oversaw the creation of high-quality 3D visual, integrating animations, shader, VFX, and interactions for a Mixed Reality experience.
- **Leadership:** Led and build the team from 0 to 1, execute R&D strategy.

TIPPING POINT MEDIA

LEAD DEVELOPER & INTERACTIVE DESIGNER | Malvern PA

2014.10 – 2022.02

- **Innovation in Complex Domains:** Designed and developed game, XR and e-learning experiences, iOS/Android apps, and 3D animation/video productions, delivering high-quality, award-winning solutions.
- **Problem Solving & Troubleshooting:** Researched, designed and prototyped emerging technologies, resolving complex technical challenges and enhancing performance. Built efficient, reusable systems and tools.
- **Mentorship:** Led and mentored junior developers and outsourcing teams, establishing quality standards and efficient workflows.

THREE FELLOWS

EXECUTIVE TECHNICAL DIRECTOR | Philadelphia PA

2013.2 – 2014.11

- **Video Production:** Directed pre-visualization, cinematography, editing, and VFX for a startup video program with 10M+ viewers and 500K+ subscribers, delivering high-quality video content.