

EDUCATION

Southwest Jiaotong University (SWJTU)

Bachelor of Architecture, GPA:3.56/4.00

Chengdu, China

Sept 2020-Jun 2025

EXPERIENCE

Game Studio Intern | BOSIJIE, Chengdu

Oct 2023-Jan 2024

- Coordination: communicated between product manager, artist and programmers according to the requirements of game design
- Game Testing: identified and addressed key issues from game performance
- Random Tasks: game dialogue writing, profile copywriting, UI design, etc.

Exhibition Executive Intern | 798 CUBE, Beijing

Dec 2024-Present

- Facilitate communication across teams to address logistical needs, scheduling, and technical specifications, ensuring smooth workflow and adherence to project timelines
- Coordinate between international artists and local construction teams and curation team to ensure seamless collaboration and alignment with artists' requirements

ACADEMIC PROJECTS

Urban Stride(G-CROSS Bronze Medal)

Group Project

09/2023-12/2023

- Focused on the interaction between architecture and the urban environment, effectively coordinating architectural exterior spaces, architectural forms, and city integration
- Conducted extensive research to establish the design framework and conceptualize design
- Analyzed urban spaces and environmental design strategies through research methods

Public Space Research for Community Renewal

Group Project | Project Leader

04/2023-05/2024

- Conducted in-depth analyses of public spaces in old industrial communities from the perspective of daily urbanism
- Performed on-site research at Zigong Dongguo Dormitory and analyzed residents' daily activities, living habits, and community culture

Python-based Micro-Game Development (online project-based learning program)

Individual Work

01/2022-02/2022

- Learned to use the sys module for keyboard control and the time module for event handling
- Acquired a preliminary understanding of game programming
- Modified the classic game mechanics and flow and, and formulated effective game rules

SELECTED WORKS

Klara on the Yard

Interactive Media

Designer & Art Director

Interactive Installation

08/2024-10/2024

Chengdu, China

A series of interactive installations set in the mind of the robot Klara, recreating scenes from the novel and allowing audience to experience the story through interaction.

- Used TouchDesigner and Arduino to implement interactive features, creating dynamic sunset and waterfall projections.
- Built models in Rhino, then constructed with wood work.

Happy Mom's Day

Individual Project

Narrative Game

06/2024-08/2024

Chengdu, China

An interactive comic themed game around homemakers, featured in a hand-drawn, doodle style. A 2D animated comic in a 3D setting.

- Independently created art assets, built the game in Unity, and wrote scripts in C#.

Transcendence

Technical Artist &

Experience Designer

Interactive Installation

07/2023-09/2023

ilab Studio | Beijing, China

An interactive installation serving as an alternative prosthesis

- Undertook hand modeling, laser cutting adjustments, experiment design for phantom limb variants, and assembly of a large-scale hand
- Utilized Arduino for human-machine interface programming and Rhino for model design and building

Tide of Plague

Individual Project

Board Game

07/2023-09/2023

Beijing, China

A board game centered on ethical dilemmas between individual rights and public health.

- Researched game theory and moral philosophy and integrated epidemic elements into the game's theme and structure.
- Analyzed nautical-themed games, comparing their mechanics.
- Tested prototypes and refined based on feedback
- Designed character visuals, prop icons, and session-specific props, and used laser-cut for final product.

Maris VR

UI Designer, 3D Artist

VR

07/2023-08/2023

Online, China

- UI and VR Integration: designed module sketches, and created VR-compliant interfaces.
- Game Modeling: Used Blender to build and render models based on concept art, then imported them into Unity.
- Sound EFX: Collected and integrated underwater sound effects and edited trailer video

JINGYI XIE

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LANGUAGES

Mandarin

Native

English

Proficient

German

Beginner

Korean

Beginner

HONORS

G-CROSS Bronze Medal (ratio: approximately 10%), awarded by British Council of Industrial Design

SKILLS

Interactive Media

Unity, Arduino, Touch Designer + Projection, Unreal Engine

3D

Rhino, Sketch Up, Blender, CAD, Vray, D5, Twinmotion

Adobe

Photoshop, Illustrator, InDesign, Premiere, After Effects

Production

Laser Cut, Woodwork, Printing, Frame Animation, Storyboard, Procreate

Sound/Music

Garage Band, Guitar, Piano, Chinese Zither

Project Management

Figma, Notion, Miro, GitHub, Microsoft Suite

PROGRAMMING

C#, C++, Python, Grasshopper, HTML+CSS, UE Blueprints, Markdown

CAREER INTERESTS

Live Interactive Experience
Technology-Empowered Storytelling
Themed Entertainment
Creative Project Management