



Name: Xinyao Wang
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SKILL

Languages

TypeScript
 JavaScript
 C#

Design

Figma
 Adobe suite

Game Engines

Unity
 Unreal

3D / Graphics

Rhino / Blender
 Three.js / R3F

Multimedia

Madmapper
 Max MSP

AR Platforms

Lens Studio

Dev Ops

GitHub / CI
 NPM / Yarn
 Node.js

Fabrication

3D Printing
 Laser Cutter

Physical Computing

Arduino

Education

New York University *09/2015-06/2017*
 Tisch School of the Arts Candidate for MPS
 in Interactive Telecommunications Program

Zhejiang University *09/2011-06/2015*
 BS Psychology and Behavioral Science
 BEng Industrial Design in International Design
 Institute

Singapore University of *09/2013-12/2013*
 Technology and Design
 Student Exchanges, Engineering Product
 Development

TALK

AWE Conference
[BUILDING FASHION AND RETAIL EXPERIENCES
 WITH SNAP AR](#)

Lens Fest
[How to use VoiceML to build a Snapchat Lens in Lens Studio](#)

Lens Studio Youtube
[Let's Make a Lunar New Year Lens for Snapchat
 Bring Realism To Your Lens Using Lens Studio's Physics
 Snap AR Lensathon Office Hours: Physics](#)

Patent

Controlling augmented reality effects through
 multi-modal human interaction - Snap Inc

Methods and systems for dynamic and
 incremental face recognition - Samsung Electronics

Award

Red Dot Award

ITP Stipend Award for XStory
 Tisch School of theArts, NYU

Graduate Student Annual Scholarship
 Tisch School of theArts, NYU

JASSO Scholarship
 Asia Nine Universities Design Workshop

Experience

Senior AR Engineer

04/2021-present

Developer Experience, Snap Inc
 Leads Lens Studio's AR ecosystem across Physics, Cloth Simulation, and Voice
 ML; designs AI-authoring integration (MCP Tools: update deprecated apis,
 shader-graph→YAML, Physics skills) empowering the global Lens creator
 community.

Responsibilities:

- Owned Lens Studio's Physics ecosystem end-to-end: component design,
 Force/Raycast/Collision samples, Physics Examples + Physics Toys (public
 docs at developers.snap.com/lens-studio/features/physics); contributed to
 Lens Studio core plugin enabling AI to enable physics via MCP.
- Co-built Cloth Simulation with Advanced Graphics team; powered AR Fashion
 and AR Shopping experiences across mobile + Snap AR Mirror; adopted as a
 reference Snap AR pattern for retail try-on. Presented at AWE Conference
 (Building Fashion and Retail Experiences with Snap AR).
- Owned Voice ML templates (Speech Recognition, Text-to-Speech, 2D
 Animated TTS, Audio Classification, Sentiment Analyzer, Voice UI) and built
 the Spectacles (Snap AR Glasses) Voice UI sample project; work ties to
 granted patent Controlling augmented reality effects through multi-modal
 human interaction.
- Led Lens Studio 4 → 5 migration across graphics, AR engineering, and feature
 teams; decomposed 100+ legacy templates into reusable Asset Library
 packages + new sample projects shipped across the Lens Studio creator
 ecosystem.
- Shipped Lens Studio MCP Tool: designed shader-graph→YAML
 representation enabling LLMs to author shaders + materials in-tool; enabled
 external-contribution pipeline so creators can add MCP tools; validated daily
 with Cursor + Claude; ran internal AI Lens Creation Evaluation (token-cost +
 quality benchmarks).

09/2017-02/2021

Design Technologist

Artificial Intelligence Center, Samsung Research America
 Multi-disciplinary experience prototyping and product incubation group. Worked
 on NLP, computer vision, ML, robotics, user research, intelligent environments,
 IoT, mobile, AR, interaction design and rapid prototyping.

Responsibilities:

- Designed and built Unity AR applications with Vuforia, 6D.ai, ARFoundation,
 ARCore, ARKit, and Magic Leap.
- 3D asset creation and optimization (Rhino → Unity / Three.js) across
 platforms including Samsung tablet and TV.
- Designed and implemented voice / CV ML UI across Adobe XD, Unity, and
 Android.
- Built React + Three.js single-page apps for 2D/3D UI across Samsung
 devices.

06/2017-08/2017

Creative Technologist Intern

Science Bulletins, American Museum of Natural History
 Three projects in 2 month. Worked on projects in concept design, 3D modeling,
 2D UI over 360 videos, gesture recognition and big screen experience.

Responsibilities:

- Concept Design for a future installation in VR with Unity. Build 3D model for
 one floor of the museum and optimize the model for VR.
- Design and develop 360 video educational project in VR with Unity.
- Design and develop gesture interactive installation with Unity and
 OpenFrameworks. Visualize star data in Unity.

04/2017-06/2017

Engineering Intern

3LD Art &Technology Center
 Worked in 3LD Art and Technology Center for a show, 3/fifths. Developed whip
 simulation in Unreal Engine. And hand tracking with Processing.

Responsibilities:

- Creative code for 3/fifths show, Whip simulation, Computer Vision

08/2016-01/2018

Creative Technologist

Smoke & Mirrors Collaborative
 A collaboration between American, German, and Chinese theater artists and
 interactive technology designers. Worked on #HashtagProject, which translates
 online social interactions into an immersive and surprising live performance event
 where the audience is making the decisions about what happens next.

Responsibilities:

- Design and develop and interactive game for a mix reality show.