Kexiang (KX) Shuai

Pittsburgh, PA | kshuai@andrew.cmu.edu | +1 (412)2843217 | shuaikx.github.io

PROFESSIONAL SUMMARY

Master of Entertainment Technology candidate at Carnegie Mellon University. Experienced in building XR applications for Quest and visionOS using Unity with additional front-end web development, supported by a track record of publications at top HCI conferences. Passionate about creating impactful, user-centric experiences in highly collaborative environments.

EDUCATION

Carnegie Mellon University (CMU) *Pittsburgh, PA, US*
Master of Entertainment Technology (ETC) *Expected May 2027*

Xi'an Jiaotong-Liverpool University (XJTLU) *Suzhou, JS, China*
Bachelor of Engineering, Computer Engineering *July 2025*

WORK EXPERIENCES

Bosch Automotive Products Co., Ltd. *Suzhou, JS, China*
Intern - Software Engineer *Apr. 2024 - Aug. 2024*
- Revamped XR training programs: Designed and built digital content and user interfaces for production line worker training using existing models. The system was successfully adopted and improve the training satisfaction by 20%.
- Developed XR factory digital twin: Utilized Unity to create an XR application for HoloLens and VisionPro, accurately mapping the physical factory to a virtual environment for enhanced monitoring and operational efficiency.

Suzhou Lingzhi Information Technology Co., Ltd. *Suzhou, JS, China*
Intern - Software Engineer *Sept. 2022 - Jun. 2023*
- Led migration to modern web platform: Spearheaded the transition from a WPF-based management system to a Blazor WebAssembly platform, resulting in positive user feedback and client commendation.
- Contributed to the front-end development for a web-based data analysis tool, similar to Minitab, using Vue and Bootstrap for design and Plotly for dynamic graphing.
- Maintained the prototype by resolving 72 bugs and supporting 3 product iterations.

PROJECTS

Digital Touch *Reality Design Lab*
Interaction Designer & Programmer *July 2025 – Aug. 2025*
- Architected and developed a multi-user colocation system for visionOS. Enable users to seamlessly invite others into a shared virtual space for collaborative interaction.
- Authored a suite of custom visual effects with Unity's VFX Graph, elevating the visual appeal and interactive feedbacks.

See Feel *HER Lab, XJTLU*
Interaction Designer & Programmer *Mar 2025 - Jun 2025*
- Directed the development of a multiplayer networked XR interaction prototype for VR museums. Enable visitors to interact and provide real-time feedback using gaze and emojis.
- Research findings have been submitted to IEEE Transactions on Visualization and Computer Graphics (TVCG).

AR Exploration Game for Museums and Cultural Heritage *HER Lab, XJTLU*
Main Programmer & Game Mechanism Designer *Nov 2022 - Dec 2022*
- Assisted in designing an educational AR mobile game to enhance the visitor experience in museums and cultural heritage sites, published in the *CHI 2023 & JOCCH*
- Contributed to the design of the game's core mechanics and the writing of the storyline.
- Completed 70% of the code development ensuring robust and efficient functionality for the AR exploration game.

SKILLS

Programming Languages: C# | C++ | JavaScript | Python

Tools: Unity | Quest | visionOS | Perforce | .Net framework | Blazor | MATLAB | SPSS | Vue | Figma