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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|------------------------------------------|
| Education                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                             |                                          |
| M.Sc. Media Informatics<br>Dresden University of Technology ( TU Dresden )                                                                                                                                                                                                                                                                                                                                                                    |                                                                             | Oct 2022 – Present                       |
| B.Sc. Media Informatics<br>Dresden University of Technology ( TU Dresden )                                                                                                                                                                                                                                                                                                                                                                    |                                                                             | Oct 2018 – Feb 2023                      |
| Work Experience                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                             |                                          |
| Mercedes-Benz AG<br>Intern - XR Developer (Future UX-SW Technologies)                                                                                                                                                                                                                                                                                                                                                                         |                                                                             | May 2025 – Present<br>Stuttgart          |
| <ul style="list-style-type: none"><li>Build interaction logic in Unity for an <b>immersive future driving</b> experience prototype combining real vehicles and virtual environments via Chroma Key and Varjo XR headsets.</li><li>Implement multimodal input: <b>gaze tracking</b>, <b>hand gestures (Leap Motion)</b> and <b>physical rotator controls</b> with ESP32; contribute to <b>UI/UX</b> flows</li></ul>                            |                                                                             |                                          |
| Tech Stack: Unity, C#, Blender, Leap Motion, ProtoPie, Arduino (ESP32), Varjo XR, Chroma Key                                                                                                                                                                                                                                                                                                                                                  |                                                                             |                                          |
| T-Systems International<br>Working student - Immersive Technologies Developer (CTO Office, Metaverse Team)                                                                                                                                                                                                                                                                                                                                    |                                                                             | May 2024 – Apr 2025<br>Berlin            |
| <ul style="list-style-type: none"><li>Migrated the <b>metaverse platform</b> from Spatial to WebXR using Babylon.js, Three.js and Vircadia.</li><li>Developed a <b>multi-AI-Agent</b> demo in Unreal Engine 5: built a virtual AI presenter with MetaHuman and Convai integration</li><li>Optimized the <b>VR paint shop</b> (HandLeVR) for exhibitions using Unity, simplifying flows and aligning visuals with T-Systems branding</li></ul> |                                                                             |                                          |
| Tech Stack: Babylon.js, Three.js, WebXR, Unreal Engine 5, Convai, Unity, MetaHuman, PICO 4                                                                                                                                                                                                                                                                                                                                                    |                                                                             |                                          |
| Fraunhofer IWU<br>Research Assistant - Web Developer (IIoT)                                                                                                                                                                                                                                                                                                                                                                                   |                                                                             | Feb 2023 – Apr 2024<br>Dresden           |
| <ul style="list-style-type: none"><li>Developed a <b>Web-based remote control panel</b> for a laser engraving robotic arm: designed the UI/UX (Figma), implemented the frontend (JavaScript, Three.js) with a real-time <b>digital twin</b></li><li>Developed a <b>visual programming HMI</b> for the SkillRob project using Google Blockly (JavaScript) with a Flask/Python backend for robot control</li></ul>                              |                                                                             |                                          |
| Tech Stack: JavaScript, Figma, Three.js, Google Blockly, Flask, Python                                                                                                                                                                                                                                                                                                                                                                        |                                                                             |                                          |
| Projects                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                             |                                          |
| Hackathon - XR Creator Con                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                             | Jul 2025                                 |
| Built an <b>XR Woodcarving Simulator</b> with Logitech MX Ink and Meta Quest 3 using Unity and custom shaders for depth and material effects                                                                                                                                                                                                                                                                                                  |                                                                             |                                          |
| Exhibition - "Data Spaces"                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                             | Apr 2024 – Jul 2024                      |
| Developed an Unity touchscreen <b>pixel-art-game</b> , showcasing Dresden's computer science landmarks and history as an interactive map                                                                                                                                                                                                                                                                                                      |                                                                             |                                          |
| Block internship - Interactive Media Lab                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                             | Feb 2024                                 |
| Built a <b>collaborative AR app</b> for HoloLens 2 using Unity, C#, and MRTK, with QR-based alignment, snapping to real tables and multi-user sync over network for <b>real-time data interaction</b>                                                                                                                                                                                                                                         |                                                                             |                                          |
| Project - Ubiquitous computing                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                             | Oct 2023 – Mar 2024                      |
| Built a <b>web-based 3D cycling simulator</b> using JavaScript, Mapbox, MQTT, Flutter, and Blender, visualising live routes from a cycling app (PrioBike)                                                                                                                                                                                                                                                                                     |                                                                             |                                          |
| Project - Computer Graphics                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                             | Apr 2023 – Aug 2023                      |
| Created a <b>VR Earth</b> in C++ and OpenGL with <b>updated map tiles</b> , shader-based texture mapping, OpenStreetMap and smooth zoom/rotate navigation                                                                                                                                                                                                                                                                                     |                                                                             |                                          |
| Project - Immersive Visualisation                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                             | Apr 2023 – Aug 2023                      |
| Developed an <b>interactive geometry learning system</b> with Unity, projection mapping, and Blender models                                                                                                                                                                                                                                                                                                                                   |                                                                             |                                          |
| Project - UI Engineering                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                             | Oct 2022 – Jan 2023                      |
| Developed an <b>Unity framework</b> for interactive and customizable data visualization with multiple chart types, axes, legends and live data updates                                                                                                                                                                                                                                                                                        |                                                                             |                                          |
| Bachelor Thesis                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                             | May 2022 – Nov 2022                      |
| Developed a <b>WebXR application</b> using Three.js, A-Frame and Vue.js, for controlling stage devices (lights & sound) directly through HoloLens 2                                                                                                                                                                                                                                                                                           |                                                                             |                                          |
| Technical Skills                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                             |                                          |
| Programming Languages                                                                                                                                                                                                                                                                                                                                                                                                                         | XR / 3D                                                                     | Tools / Frameworks                       |
| C#, C++, JavaScript/TypeScript, HTML, CSS, Python, Flutter, Java, Vue.js                                                                                                                                                                                                                                                                                                                                                                      | Unity, WebXR, Unreal Engine 5, Three.js, A-Frame, Babylon.js, GLSL, Blender | Git, Figma, Node.js/npm, vue.js, Flutter |
| Languages                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                             |                                          |
| Chinese                                                                                                                                                                                                                                                                                                                                                                                                                                       | German                                                                      | English                                  |
| Native                                                                                                                                                                                                                                                                                                                                                                                                                                        | C1                                                                          | C1                                       |