

Yenong Zhang

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EDUCATION

TU Dresden Oct. 2022 – Oct. 2026
M.Sc. Media Informatics Dresden, Germany

TU Dresden Oct. 2018 – Feb. 2023
B.Sc. Media Informatics Dresden, Germany

EXPERIENCE

Mercedes-Benz AG May 2025 – Present
Intern & Working Student, XR & Robotics Developer (Unity/C#) Stuttgart, Germany

- Developed **interactive Unity/C# XR prototypes** for Varjo XR with eye gaze, hand gestures, a physical rotary/push controller and multi-user synchronization
- Built an ESP32-based rotary controller end to end: **Blender modeling**, 3D printing, circuit assembly and Unity integration
- Built **digital twin and robotics prototypes** in Unity, including a robotic-arm framework and humanoid avatars with Animation Rigging and IK

T-Systems May 2024 – Apr. 2025
Working Student, XR & AI Software Developer (WebXR/Unity/Unreal Engine 5/C++) Berlin, Germany

- Developed **WebXR prototypes** with Three.js/Babylon.js for virtual meeting spaces and **Unity prototypes** for an industrial VR paint simulator
- Implemented **AI-supported VR training** and an **AI avatar presenter** in Unreal Engine 5 with MetaHuman

Fraunhofer IWU Feb. 2023 – Apr. 2024
Research Assistant, Robotics HMI Software Developer (JavaScript/Three.js/Python) Dresden, Germany

- Developed a **web-based HMI** for robotic-arm teleoperation, with a synchronized **digital twin** in Three.js
- Co-developed a **Blockly-based workflow editor** for SkillRob, enabling non-programmers to assemble robot processes from reusable skill blocks via a **Flask/Python** backend

Selected Projects

VR Tiled Earth Renderer

- Built a VR Earth renderer in C++ and OpenGL for real-time map visualization
- Implemented distance- and gaze-based map tile scaling for efficient rendering

Multi-user Collaborative XR Data Visualization

- Built a Unity AR application with spatial registration, gesture interaction and 3D visualizations
- Implemented TCP-based synchronization for consistent multi-user scenes

More XR, Unity and WebXR projects are available in my [portfolio](#)

SKILLS

XR Development : Unity (C#), Unreal Engine (C++), WebXR (Three.js/A-Frame/Babylon.js)

Programming : C#, C++, Python, JavaScript

AI & Development Tools : Hugging Face Transformers (BLOOM, Llama), LLM APIs (GPT, Gemini, Claude), Cursor, Codex, Jupyter

3D & Prototyping : Blender, Figma, ProtoPie, Shader Graph, GLSL/HLSL, 3D Math

Languages

Chinese

Native

German

C1 – fluent

English

C1 – fluent