

DI XIAO

AI Technical Artist — Generative Image & Video Pipelines

Bay Area, CA · 912-247-8178 · anim.dx@gmail.com · civitai.com/user/XDDDAI · artstation.com/dixiao

SUMMARY

AI Technical Artist spanning feature animation (Blue Sky), AAA games (Hi-Rez), and consumer AI — traditional look-development craft combined with hands-on generative pipeline engineering. Sole owner of generative style R&D on an AI companion platform that peaked at Top 30 in the US App Store (Entertainment); creator of its most-used image generators.

EXPERIENCE

Channel AI (channelai.ai) — AI Companion Platform

Menlo Park, CA

AI Technical Artist

Sep 2024 – Present

Peaked at Top 30 in US App Store (Entertainment) · 420K+ peak MAU

- Lead style R&D for all AI-generated content on the platform: built and launched **100+ live image generators**, including **9 of the 10 most-used** and the **#1 with 11.9M+ images delivered**.
- Built the platform's video generation pipelines in ComfyUI — covering image-to-video, video extension, and upscaling — with full responsibility for workflow construction, parameter tuning, and quality evaluation. Shipped two production systems on SOTA open-source video models: WAN 2.2 and LTX 2.3.
- Produce the platform's product and marketing visuals: onboarding video, App Store screenshots, promotional banners, and character-creation flow imagery.
- Author system prompts for the LLM middleware that powers generation; validate style decisions with Amplitude engagement analytics.

Career Break — Generative AI Self-Study

Mar 2023 – Aug 2024

Independent hands-on study of diffusion-based image generation (Stable Diffusion XL, Midjourney), initiating the transition from traditional look development to generative AI production.

Hi-Rez Studios

Alpharetta, GA

3D Look Dev Artist (Aug 2021 – Feb 2023) · Associate (Jan – Jul 2021) · Intern (Sep 2019 – Dec 2020)

- Delivered look development for 7 cinematic game trailers and *Rogue Company*, upgrading in-game models to cinematic quality with hand-painted and procedural texturing in both stylized and realistic styles.
- Built final-quality materials and shaders in Unreal Engine 4; created realistic hair grooms in Maya XGen and integrated them into UE4's real-time pipeline.

Blue Sky Studios

Greenwich, CT

Character Artist (Jan – Jul 2019) · Materials TD / Intern (Jul – Dec 2018)

- Created procedural materials for characters, sets, and props on the feature film *Spies in Disguise* (2019); built custom lighting handles in support of the Lighting department.

SKILLS

Generative AI: Proficient in AI image/video generation and editing · ComfyUI (advanced workflows, custom Python nodes) · WebUI Forge · character & style LoRA training · prompt engineering

DCC & Engines: Unreal Engine 4 · Maya (XGen) · ZBrush · Substance Painter / Designer · Mari · Marvelous Designer

Design: Photoshop · Illustrator · After Effects

Code & Data: Python · MEL · Claude Code (AI-assisted development) · Amplitude

Languages: English · Mandarin Chinese

COMMUNITY

Civitai (@XDDDAI): 1.6K followers · homepage-featured artwork with 5.6K reactions

EDUCATION

M.A. Animation — Savannah College of Art and Design · 2018 · GPA 4.0

B.E. Digital Media Technology — Zhejiang University · 2016

DMOFF Winner — Best Animation Film of the Month (2018)