

Zin Chiang

Sr Producer & Creative Technologist

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Innovative Creative Technologist with 10+ years producing A/V/XR, gaming, experiential & streaming TV content for major brands including Insomniac, Apple, Google, Facebook, and Pepsi. Expertise in immersive experiences, hardware-software integration, and cross-platform product development. Proven track record managing global roll-outs and leading R&D initiatives from concept to commercial deployment.

🔧 Core Competencies

Hardware Innovation

Motion controller development, wearable technology, physical-digital interface design

Global Experience

International product launches, cross-cultural team management, multi-market strategy

A/V/XR

Immersive technology R&D, experiential design innovation

😊 Skills

Technical Production

Unreal Engine • Unity 3D • TouchDesigner • DaVinci Resolve • Adobe Creative Suite • Computer Vision

Project Management

Agile/Scrum • Movie Magic • JIRA/Confluence • Git/GitHub • Frame.io • ShotGrid/F-Track

Specialized Skills

Hardware-Software R&D • Experiential Design & Production • Motion Based Human Interface • Interactive Content Production

Languages

English (Native) • Mandarin Chinese (Native) • German (Elementary)

🕒 Professional Experience

R&D Producer / Project Manager

Insomniac | 2024 - Present

- ▶ Lead production of immersive experiences, XR, interactive media, and music content
- ▶ Direct product architecture and development of hardware/software integration, immersive experiences, and telecommunication infrastructure deployments utilizing machine learning and computer vision technologies
- ▶ Manage cross-functional teams of internal developers and artists while coordinating with external manufacturers and developers to deliver proof of concepts and execute projects
- ▶ Deploy and optimize field tests for new technology implementations, including designing data collection and analysis processes to evaluate scalability and commercial viability

Founder

BABO1 | Ongoing

[Hardware innovation and entrepreneurship]

- ▶ Design & development of wearable motion controller for live performance, virtual production, motion capture & tracking in physical and virtual space
- ▶ Managed full product development cycle from R&D through prototype to market consideration
- ▶ Established partnerships with manufacturers and technology vendors

Digital Producer

Freelance | 2009 - Present

[Client work across major brands]

- ▶ Manage production schedules, budgets, bidding, and creative approvals for high-profile campaigns while maintaining project documentation, status reports, and communication workflows

- ▶ Act as liaison between creative, technical, executive, and client-side teams, collaborating with cross-functional teams and external vendors from concept to delivery
- ▶ Ensure project milestones align with XR strategy and brand objectives through asset review processes and stakeholder updates
- ▶ Support budget tracking, vendor contracts, and procurement processes while promoting adoption of new tools, pipelines, and methodologies

VFX & Post-Production Producer

Freelance | 2009 - Present

[Specialized post-production management]

- ▶ VFX, Animation, Editorial Producing for commercial and entertainment projects
- ▶ Bidding, Budget Tracking, and Actualization across multiple concurrent projects
- ▶ Asset & Content Management for complex multi-vendor workflows
- ▶ Shot Tracking & Production Scheduling for time-sensitive deliverables

Director of Product

Camasutra Industries | 2018 - 2019

[VR product leadership]

- ▶ Defined & iterated on VR product feature requirements for emerging market applications
- ▶ Managed full product life-cycle from R&D to deployment
- ▶ Prepared product for funding & licensing opportunities

Game Director

Travian Games | 2012 - 2014

[Global gaming leadership]

- ▶ Led "Greenlight Wednesday Project" to cultivate innovation while managing multiple development and publishing/licensing products concurrently
- ▶ Planned, tested, and executed global product roll-outs involving multiple partners, vendors, and stakeholders while scaling Community Support and Technical Support Teams for international operations
- ▶ Managed multiple cost centers for titles in development and live operation while leading user acquisition, marketing, and PR campaigns for browser and mobile titles
- ▶ Devised and led data-driven play-tests, focus groups, and product optimization initiatives with UI/UX Team to inform new market entry strategies across diverse regions

Sr. Producer

Intrepid Studios | 2017 - 2018

[Large-scale multiplayer gaming]

- ▶ Directed full production lifecycle for large-scale multiplayer games (MMORPG & Battle Royale)
- ▶ Managed cross-disciplinary teams of designers, engineers, artists, and QA across multiple time zones
- ▶ Oversaw sprint planning, resource allocation, and risk mitigation in Agile/Scrum environments
- ▶ Managed game-play capture and trailer production for marketing initiatives
- ▶ Coordinated feature development, content pipelines, and live-ops initiatives for evolving game worlds
- ▶ Served as primary liaison between creative leadership, technical teams, and executive stakeholders

⚡ Notable Projects

Apple Pay x OMNY New York City - Virtual Trip AR Experience

Digital Producer | Major brand activation combining payment technology with immersive AR

Facebook Obsess Together - AR & 360 Campaign

Digital Producer | Social media integration with immersive content experiences

Not Another Sports Show - Streaming Episodic TV

Digital Producer | Original content production for streaming platform

☆ Education

Central Saint Martins College of Design ▶ Fine Art & Design

Art Center College of Design ▶ Fine Art & Film

Musicians Institute ▶ Audio Engineering

Santa Monica College ▶ Journalism

