

Jiachen Xie

Student entrepreneur and CTO of MAKEBOOK. Building AI and agent systems for collaboration, reliable tool use, and human control.

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SELECTED WORK

MAKEBOOK

2026–present

CTO · Main venture · Full-stack & smart-contract engineering · Building on Injective

- Building a physical-product presale platform around committed orders, pricing rules, and funds released or refunded under explicit conditions.
- Implemented the web app, backend, and Solidity settlement flows on Injective EVM testnet. **First Place, AdventureX 2026 Web3 Track.**

AgentMED

2026

Independent project · AI application reliability & agent governance

- Designed a deterministic kernel for acceptance criteria, version-bound evidence, permissions, idempotency, audit, and verification gates.
- Coordinated builder and independent verifier roles. The output is a verified repair candidate; deployment remains a separate human decision.

Section9

2026

Built a local control plane for multi-agent investigation, controlled repairs, independent business checks, and paired single-agent comparisons backed by run evidence.

EXPERIENCE

Tencent Games

2025–2026 · completed

AI Agent Engineering Intern (2026) · LLM Research Intern, part-time (2025–2026)

- Built a ReAct agent layer exposing game controls and object placement through MCP-compatible actions.
- Independently delivered an experimental Godot asset-generation pipeline using generative-model APIs.
- Evaluated prompting, reasoning, creative generation, and tool use for controllability in interactive entertainment.

Earlier: Game Design Intern, Tencent Games (2025) — worldbuilding, missions, and playable MVP planning. AI & New Media Intern, Red Star News (2024) — digital-human content workflows and event media.

SELECTED OPEN-SOURCE CONTRIBUTIONS

LightRAG — explicit custom chunking selection and warnings for bypass paths. Merged [#3665](#) and [#3662](#).

Vibe-Trading — actionable diagnostics when tool-registry construction is incomplete. Merged [#1129](#).

EDUCATION

City University of Hong Kong

BEng in Electronic Engineering
Major: Computer and Data Engineering
2024–2028 (expected)

WORKING TOOLKIT

Python · TypeScript · JavaScript · React
MCP · ReAct · AgentTeams · Langfuse
FastAPI · SQLAlchemy · Docker
Solidity · EVM · Godot