XI LI

Experience Designer & Producer

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OBJECTIVE

Focus on combining physical devices and digital virtual technology for artistic creation by leveraging both my artistic and engineering backgrounds. Seeking for job opportunities in the location-based entertainment industry.

EDUCATION

Carnegie Mellon University—Entertainment Technology Center (ETC)   *Pittsburgh, USA / May 2021*
Master of Entertainment Technology

Communication University of China (CUC)— School of Animation and Digital Art   *Beijing, China / Jun 2019*
BFA in Digital Media Arts   Electrical Engineering (studied for two years)

Tatung University   Interactive Design Program@College of Design   *Taipei, Taiwan / Summer 2018*

Relevant Courses: Guest Experience in Theme Park Design, Production and Leadership, Lighting Design, Building Virtual Worlds, Information Visualization Design, Visual Narrative, Interaction Design, HCI Technology and Applications

ACADEMIC PROJECTS

Boston Dynamics I Experience Designer & Assistant Producer   *Pittsburgh, USA / Sept - Present*
- Work with Boston Dynamics to create an interactive game-like experience featuring the Spot robot, exploring internet accessible experiences that bring people together.
- Focus on experience and interaction design, prototypes, fabrication, assist production work.

Children's Museum I Creative Technologist & Interactive Designer   *Pittsburgh, USA / Jan - May 2020*
- Design and develop an interactive experience about e-textiles and wearable technology to include in the fashion exhibition at Pittsburgh Children's Museum.
- Plan, prototype and implement the hardware. Program sensors and LED Matrix attached to the arduinos and Rasberry Pi.
- Work on experience and interaction design, prototypes, wire soldering, fabrication, half-sheet concept and illustration.
- Communicate with target users to understand their preferences and come up with creative solutions.

PERSONAL PROJECTS

Student Themed Entertainment Project   *Remote / Summer 2020*
- Worked in teams with students across the globe, designed attractions for a theme park. The goal is to get hands-on experience, network, and learn how to present ideas.
- Interactive show team — Sound designer, created soundtracks and sound effects for this immersive experience with a twist.
- Nighttime spectacular — Focused on lighting design and projection mapping technology, provided technical solutions.

Certification & Award
- Berklee College of Music online credit-granting summer programs — Music Composition for Film and TV   *Jun - Sept 2020*
- 2020 AIAS Foundation Scholarship — Academy of Interactive Arts & Sciences   *Jun 2020*

EXPERIENCE

UI/UX Design & Sound Design Intern, Children's Museum ARCADE project   *Pittsburgh, Remote / Jun - July 2020*
- Made WebGL Client Game View UI according to the flow chart, integrating the UI Design in Unity.
- Created interactions with virtual pets and the environment with respect to the paintings in the museum;
- Added sound effects, providing audio feedback; Narrative and voice over for hints and the character feedback.

UI Design Intern, Carnegie Mellon University Alice Project   *Pittsburgh / Jun - Aug 2020*
- Refined and designed the interface for the platform, organized the navigation, created design document.
- Reviewed unimplemented design ideas and user feedback from workshops. Improved usability and extended functionality.

Website design & develop, Pennsylvania Allegheny Intermediate Unit Disclaimer   *Pittsburgh / Aug - Sept 2020*
- Designed user flow and interface, conceptualized and arranged content for the website, used by thousands of teachers.
- Used Wordpress to develop user interface prototypes for Remote Learning Professional Development.

SKILLS

- **Creative Software:** Arduino, Raspberry Pi, Processing, Max MSP, Unity 3D, TouchDesigner
- **Design:** Photography, Video, Graphic, Lighting Design, Adobe Ps, Ae, Ai, Pr, Sketch, C4D, 3d Max, Vectorworks, Lightwright
- **Programming:** HTML, Java, Python, C/C#, Swift / XCode
- **Sound Production:** Logic Pro, Audition, Pro Tools, Max MSP