Chu (Annie) Li

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Education

Carnegie Mellon University	Pittsburgh, PA
Master of Entertainment Technology	Sep 2023 – Jun 2025
New York University	New York, NY
Bachelor of Fine Arts in Interactive Media Arts & Computer Science (2nd Major)	Sep 2019 – Jun 2023

Experience

Programmer, Entertainment Technology Center, Carnegie Mellon University, PA   Sep 2023 – Dec 2023
Built virtual worlds with C#. Worked with VR / AR platforms. Built customized controllers with Arduino. Collaborated with programmers, artists and sound designers.

Project Intern, Earth Celebrations (NGO), New York, NY   Sep 2022 – May 2023
Published project updates on social media. Administered mailing lists and online platforms. Performed graphic design and video editing. Created marketing materials and graphics.

Research Programmer, NYU Tisch School of the Arts, NY   Apr 2022 – Dec 2022
Collaborated with a cross-functional team, researching carbon dioxide emissions. Brainstormed and developed strategies for how to best present and visualize the research information.
Designed and coded visuals using Arduino. Built the large installation with fabrication production such as laser cutting. Poster accepted by "Design for Adaptation" Cumulus Detroit 2022. Exhibited project in NYC Bobst Library.

Consultant, FerroCity, NY | Remote   Mar 2022 – May 2022
Produced a TV show about the creative art industry with team of 6 interns and additional company staff.
Designed the structure and contents of the show. Interviewed artists in Washington Square Park. Edited video using Adobe Premiere and Audition.

Project Management Intern, 51job, Inc., Shanghai   Jun 2021 – Jul 2021
Performed various HR and recruitment processes for client companies in auto industry, including sourcing and communicating with candidates through phone calls, social media and emails.
Built resumes for prospective applicants and provided recommendations. Acted as point of contact for follow up with applicants.

Operation Dept. Intern, Shanghai Bantu Network Technology Co., Ltd., Shanghai   Jun 2020 – Aug 2020
Designed digital communication materials such as posters, forum pictures, banners and website content using

Awards

First Place, Health and Well-Being Track Team Member, NYU Hackathon, NY   Spring 2022
Designed an interactive app using Figma for UX design for people with food allergies.

Skills and Software

Programming   C#, p5.js, Arduino, Java, JavaScript, Python
Game Engine   Unity, Unreal
Design   Figma, Premiere, Photoshop