XINYU LI

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Education

Carnegie Mellon University   September 2023 – Expected Graduation May 2025
Major: Entertainment Technology (M.E.T)
Merit Scholarship   2023

New York University (**University Honors Scholar**)   September 2019 – May 2023
Major: Interactive Media Arts (B.F.A)
Minors: CS Web Developing & Programming, Japanese
Tisch School of the Arts Dean's List   2020 – 2022
Founders Day Award   2023

Work Experiences

Interactive Design| Villa La Pietra Museum (NYU)   Oct 2022 – May 2023, New York, NY
- Collaborated to design an AR platform to create a guided tour for visitors with hearing impairments
- Designed, coded and developed website to visualize data of signatures that trace connected histories of 20th century
- Collaborated to 3D print selected museum objects for visitors who have low vision

Python Class Grader | New York University   Sep 2021 – May 2023, New York, NY
- Graded code and answer students' questions for Python class

Design Intern | Himalaya Network Technology Co., Ltd   Jun 2021 – Aug 2021, Beijing, China
- Designed more than 25 animations for Child English Teaching App
- Collaborated with a team of more than 20 people on a weekly basis to discuss feature improvement of the curriculum
- Delivered training to new interns on using creative software

Projects

Charity Fan Zine & Merch Publication and Convention   Jan 2021 – Present
- Collaborated with fan artists around the world to publish fan artbooks. Contributed to 5 charity fanzines, supporting Childhood Cancer Research, World Literacy Foundation, Indigenous Women Rising
- Illustrated fanart and comic, designed merch and published own fan artbook
- Attended ComicCup 27 & 28 (China's biggest Comic Convention) with own artist booth

UX Redesign of a Grocery Shopping App for older individuals   May 2022 – Jun 2022
- Developed persona, conducted research, and proposed solutions
- Designed UX, optimized user flow, journey map, and redesigned UI using Figma

Skills

- **Coding**: JavaScript, Python, Java, PHP, HTML5, SQL
- **Creative tools:** Adobe Premiere, After Effects, Photoshop, Illustrator, InDesign, Figma, Maya, Blender, Unity, Unreal Engine
- **Digital Fabrication**: Fusion360, Laser cutting, 3D Printing, CNC Milling, Machine Embroidery
- **Art forms:** Illustration, comic, 2D & 3D animation, paper art, cosplay