

Mengyang Li

EXPERIENCE

Interactive & VR Game Design

Building Virtual Worlds, ETC CMU Aug 2016 - Dec. 2016, Pittsburgh

Created highly interactive games in different teams of 5 in 2 week rotations that utilized multiple non-conventional platforms such as Oculus Rift, HTC vive and Microsoft HoloLen. Roles included designer, 3D/2D artist and co-producer. Learned new skills in communication, teamwork, prototyping and iteration, game design.

UI Designer, Xiushui / Kaifeng Municipal Gov., Qingdao National Lab Oct. 2012, Oct. 2015

Designed user interface showing new transportation system and zoning for cities of Xiushui and Kaifeng. Design work was displayed in city's planning gallery. Designed user interface showing the newest scientific research findings for Qingdao National Laboratory for Marine Science and Technology. Design work was displayed in Qingdao Marine Museum.

Opera Facial Mask Designer, Tianshui Folk Museum Mar. 2014; Beijing, China

Designed Peking Opera facial masks for mask interactive 3d projection mapping show. Design work was displayed in Tianshui Museum.

Graphic, Web Design & Photography

Graphic Designer, Kato Photography Education Center Oct. 2012 – July 2013; Beijing, China

Designed graphics for the center's official website, and posters and photo albums for students and corporate clients; Assisted in organizing photo exhibition events, and client relationship management with corporate clients and individual students.

Photo Reporter/ Producer/ Editor, BJUT News Website Apr. 2012 – Apr. 2013; Beijing, China

Photo-reported campus events and interviewed people from varied backgrounds; planned, shot and edited documentaries on notable alumni.

Website Designer, Spark Program Sept. 2012, Beijing, China

Designed and edited the website's graphics and photos.

Video & Radio Production

Video Producer, Baidu.com Feb. 2015 – May 2015; Beijing, China

Planned and shot 123 videos of executive meetings, marketing events, training sessions and speaking engagements inside of Baidu; Coordinated shooting with 30 departments and offices; Edited and adjusted formatting; distributed videos on company's website and mobile platform to over 40K viewers; Updated live shooting equipment; Created the standards and guidelines for corporate video.

Video Producer, Spain Flamenco Cultural Festival Nov. 2012; Beijing, China

Planned and shot the festival's closing ceremony. (Flamenco lovers all over the world danced the same flamenco dance at the same time) and background rehearsal footage.

Associate editing, Go Brazil Goal, China Central Television CCTV -5 Dec. 2013; Beijing, China

Assisted in editing the pilot, organized and managed the footage, converted video code, conducted audio video synthesis.

Film Producer, Spark Program July. 2013; Beijing, China

Contributed to special research project funded by the Spark Foundation: The Usage of Image Matting Techniques in College Films. Planned and shot the film.

Radio Show Producer Sept. 2010 – Sept. 2011; Beijing, China

Selected the feature movie to be discussed for weekly episodes; Wrote scripts for film analysis and critique; Recorded and edited audio footage.

OTHERS

IEEE VR/3DUI 2017 Conference, Student Volunteer March 18 - 22. 2017; Los Angeles

I assisted the registration, presentation, tutorial, workshop, exhibits and visits in the conference, as a volunteer to help "make it all happen."

Apple One-to-one Annual Creative Exhibition Feb. 2014; Beijing, China

Displayed my personal work and received great feedback from the audience and faculty of Apple shop.

Adobe Workshop Jan. 2013; Beijing, China

Part of top-ranked group at the first Adobe Workshop, held by Adobe China, for Photoshop CS6 and Lightroom.

I am looking for
summer 2017
internship opportunities.

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SKILLS

Photoshop, Maya, Cinema4D, Final Cut,
Graphic Design, video editing
Wireframe, Interaction Design,
Storyboard, Concept design

Earned National Intermediate
Photographer Certificate, Sept. 2013;
Piano Level 7 awarded by
Central Conservatory of Music, Jan. 2011;
Drum Level 9 awarded by
Central Conservatory of Music, Jan.2012;

EDUCATION

Aug 2016 - May 2018

**Carnegie Mellon University,
Entertainment Technology Center (ETC)
Pittsburgh, PA**

Master of Entertainment Technology

Relevant Courses:
Building Virtual Worlds,
Visual Story, Typography

Aug2010 - Jun 2014

**Beijing University of Technology,
School of Engineering,
Beijing, China**

Bachelor, Digital Media Technology
(New Media Design)

Relevant Courses:
Interface Design, Sketching,
Game design, 3D Game art,
Film choreographer and Script writing
Honors

Selected from 3000 applicants for
Outstanding Talent special training program;
received one-to-one close instruction from
the university's finest faculty.

Earned merit-based scholarship for
sophomore year; GPA ranked top 5%.