

# Jiixin Li

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## Education

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**University of California, Santa Barbara | *Santa Barbara, USA***

Bachelor of Arts | 2017.9-2021.3

- Honors/Awards: Dean's Honors (L&S ) (spring 2018, winter 2019, spring 2020, fall 2020)
- Related courses: Painting (4.0/4.0), Drawing (4.0/4.0), Mobile Media(4.0/4.0), Advanced Digital Media (4.0/4.0)

## Experience

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Product Assistant Intern | 2021.04 - 2021.07

**NetEase Games China | Shanghai**

- Participated in the planning of the game Onmyoji Arena (S13 and S14 seasons), the Research & development milestones, the construction of customer service robots, and communicated with the Operation and Art departments to ensure the progress of Research & Development.

Co-founder, Minister of Propaganda | 2019.09 - 2021.03

**ACG Club UC Santa Barbara | USA**

- Expanded recruitment and organized game competitions, Doujin creation and relevant activities for students interested in ACG (animation, comics, games), and regularly participated in club exhibitions.
- Participated in the community display activities of one-day anime cafes, shipped layout models, designed posters, menus, and other promotional displays for this event.

## Projects

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**Conceptual Design of Future Farm | Beijing, China | Curator and designer | 2019.07-2020.07**

- Conducted product design of the future farm collaborating with students majoring in architecture and interactive design.
- Implemented the Purchase physical demonstration prototypes, including material purchase, design and handcrafts.

**Virtual Museum: Digital schizophrenia Exhibition | Santa Barbara, USA | Designer | 2018.09-2020.12**

- Made three oil paintings, according digital art, game animation, and digital exhibition

## Skills

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- **Proficient:** JavaScript, Html, Css, Photoshop, InDesign, Premier Pro, After Effect, Illustrator, Office
- **Basic:** Unity, Cinema4D, Python, Rhino 6, Grasshopper

## Hobby

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- Gaming, Boxing, Clay modeling , Meditation