

Li Yunqi

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Academic Background

Carnegie Mellon University (CMU) , Pittsburgh, Pennsylvania, United States	09/2022 - Present
◆ Master of Entertainment Technology	
Zhejiang University (ZJU) , Hangzhou, Zhejiang, China	09/2018 – 06/2022
◆ Bachelor of Engineering in Industrial Design	
UCI Division of Continuing Education , CA, USA (Remote)	08/2020
◆ University Research Program - Business Project Management with Data Analytics Track	

Relevant Projects

Block Alive, Design Intelligence Award (DIA), Information Product Design 05/2021 - 06/2021

- ◆ Designed a building-block toy integrating with the virtual world
- ◆ Studied and produced the blocks controls with the Macha Magnets technology by the University of Colorado
- ◆ Drew the 2D figures in the screen, achieved modeling using Rhino and assembly with 3D printing
- ◆ Accomplished video clips by iMovie and Adobe Premiere and poster design by Photoshop and Illustrator
- ◆ Won the DIA Honorable Mention 2021

Puppet Master, China Collegiate Computing Contest – Mobile Application Innovation Contest 05/2021 – 05/2022

- ◆ Participated in APP design. Participated in research. Made all visuals of the project. Used unity and Xcode to develop.
- ◆ Won the Second Prize of the China Mobile Application Innovation Tournament in the division of Eastern China

Building Virtual World

2022 Fall

Dream Guardian

- ◆ Participated in game design. Made all audios for the project. Made the UI in the game. Managed the project processing as the producer.
- ◆ Platform Used: Quest 2 VR
- ◆ Collaboration: 5 people, 2 programmers, 2 artists, 1 sound designer.
- ◆ Software: Procreate, Logic Pro, Adobe Illustrator, Audacity

GhostBuster2022

- ◆ Participated in game design. Made all audios for the project. Made all the 2D images and animations in the game.
- ◆ Platform Used: Quest 2 AR
- ◆ Collaboration: 5 people, 2 programmers, 2 artists, 1 sound designer.
- ◆ Software: Unity, Procreate, Logic Pro, Adobe After Effect, Audacity

Bounce Off

- ◆ Participated in game design. Made all audios for the project. Managed the project processing as the producer.
- ◆ Platform Used: 3D rudder
- ◆ Collaboration: 5 people, 2 programmers, 2 artists, 1 sound designer.
- ◆ Software: Logic Pro, Audacity

Copyright of Computer Software

◆ Shadow Puppets Animation Recording System, Registration No.: 2021SR1311816	05/2021
◆ Database Management System for Shadow Puppets, Registration No.: 2021SR1311778	06/2021
◆ Puppet Master: Shadow Puppets Animation Production System, Registration No.: 2021SR1311556	06/2021
◆ Shadow Puppets Popularization and Display System, Registration No.: 2021SR1311111	06/2021