

XI LI

Interaction & Product Designer

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OBJECTIVE

A creative technologist skilled in user experience and product design in bridging physical devices and digital technology.

EDUCATION

Carnegie Mellon University—Entertainment Technology Center (ETC) *Pittsburgh, USA / May 2021*

Master of Entertainment Technology

Award 2020 AIAS Foundation Scholarship — Academy of Interactive Arts & Sciences

Jun 2020

Communication University of China (CUC)— School of Animation and Digital Art

Beijing, China / Jun 2019

BFA in Digital Media Arts Electrical Engineering (studied for two years)

Tatung University Interactive Design Program@College of Design

Taipei, Taiwan / Summer 2018

Relevant Courses: Guest Experience in Theme Park Design, Lighting Design, Design Psychology, Information Visualization Design, Sound Design, Service Design & Business Model, Interaction Design, HCI Technology and Applications, Electronic Technology

ACADEMIC PROJECTS

Boston Dynamics Spot Robot I Lead Designer & Assistant Producer *Pittsburgh, USA / Sept - Present*

- Working with Boston Dynamics to create an interactive gamified experience featuring the Spot robot, exploring internet accessible experiences that bring people together.
- Focus on experience and interaction design, prototypes, fabrication, and assisting production work.

Children's Museum of Pittsburgh Interactive Fashion I Interaction Designer *Pittsburgh, USA / Jan - May 2020*

- Created a Location-Based Entertainment experience that allows visitors to play with wearable technologies, trigger communication between LED lights when they interact within the environment.
- Planned, prototyped and implemented the hardware: sensors and LED Matrix with Arduinos.
- Defined on user interactions through rapid prototyping playtests to improve experience design.
- Conduct user research to discover target users' preferences and come up with creative solutions.

Building Virtual Worlds I Producer & Sound / UX Designer (ETC) *Pittsburgh, USA / Aug - Dec 2019*

- Designed 5 interactive Mixed Reality (XR) experiences by collaborating with artists and programmers in 1 to 3 week sprints.
- Conducted playtesting, user interviews and surveys to improve usability and accessibility.
- Produced pre-production plan, storyboard, concept illustrations, theming plan, and experience design.
- Designed the core experience and spatial interactions, and the overall mood via spatial sound design.

EXPERIENCE

UI/UX & Interaction Design Intern, Children's Museum ARCADE project *Remote / Jun - July 2020*

- Implemented a WebGL client game view UI based on flow chart and storyboards; and integrated it in Unity.
- Designed interactions with virtual pets and the environment with respect to the paintings in the museum.
- Added interactive sound effects and voiceover for providing audio feedback and hints.

UI/UX Design Intern, Carnegie Mellon University Alice Project *Pittsburgh / Jun - Aug 2020*

- Refined and redesigned the interface for the platform, organized the navigation, and created design documents.
- Reviewed and evaluated design ideas using user feedback from workshops. Improved usability and extended the functionality.

Website Designer (Contract), Pennsylvania Allegheny Intermediate Unit Disclaimer *Pittsburgh / Aug - Sept 2020*

- Designed user flow and UI, conceptualized and arranged content for a website that was used by thousands of teachers.
- Developed prototypes using Wordpress for Pennsylvania Allegheny remote learning professional development Website.

Media Marketing & UX Design Intern, Jiangxi Province Television Station *Jiangxi, China / Jun - Aug 2018*

- Worked with the TV and Media team, and participated in the advertising procedure of TV station programs at city level.
- Assisted in designing the interface and digital promotion materials for a social media platform.
- Involved in new media content creation, interactive advertising, media distribution and visual identity.

SKILLS

- **Creative Software:** Arduino, Raspberry Pi, Processing, Max MSP, Unity 3D, TouchDesigner, Wwise
- **Design Software:** Adobe Creative Suite (XD, Ps, Ai, Id, Ae, Au, Pr, Dw), Figma, Sketch, C4D, 3d Max, Vectorworks, Lightwright
- **Programming:** HTML, Java, Python, C/C#, Swift / XCode
- **Sound & Production:** Logic Pro, Audition, Pro Tools, Max MSP, Audacity, Perforce, Slack, Trello, Google Suite