# CLAIRE OUDEA GAN LI

Creative Developer | 3D Enthusiast | Creative Tech

Languages

🗱 Native / 💶 Fluent / 📟 Fluent / 💌 Beginner

Singapore

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#### **EDUCATION**

SUTD (Singapore University of Technology & Design)

August 2020 - May 2024

- Bachelor of Science (Design & Artificial Intelligence) with Honours
- SUTD Global Merit Scholarship (Awarded to top 10% of cohort)
- Global Leadership Program (Exchange): Berkeley Summer Sessions @University of California, Berkeley

#### **WORK EXPERIENCE**

PRODUCT DESIGN INTERN, APOL

AUGUST 2022 - DECEMBER 2022

- Designed new features for upcoming ergonomic chair model
- Communication with Chinese manufacturers for sourcing of materials and parts

#### RESEARCH ASSISTANT, SUTD

MARCH 2022 - DECEMBER 2022

- In charge of VR modelling & animation (Unreal Engine) of car-interior environments to study user-car social interaction
- Conducted user studies and analysing data to improve and optimise solutions
- Produced publication-quality reports

# ACADEMIC PROJECTS

# **DUKENUS: VR SURGICAL TRAINING DEVICE**

AUGUST 2023 - MAY 2024

TECHNICAL ARTIST, 3D MODELLER, PHYSICS IMPLEMENTER

- Built a surgical environment that balanced realism with render-time
- Implemented and adjusted blood VFX and softbody packages for realistic surgery
- Designed the simulation to suit and complement VR
- Assisted group members in problem solving VR and 3D related issues

# SPATIAL WORLD: A 2.5D AI CONTROL GENERATOR

AUGUST 2023 - DECEMBER 2023

ML ENGINEER/DESIGNER

- Tested, explored and debugged different pipelines and models to suit customer needs
- Created a pipeline backend linking to a simple Gradio interface
- Optimised model output with time by toggling variables and testing different control images
- Led and organised the project as group leader

# PROGRESSIVE WEB APP (PWA) WITH GEBIRAH

MAY 2022 - AUGUST 2022

FRONTEND DEVELOPER

- Constructed a PWA for people in conflict areas (Ukraine) to provide aid to those in their community
- Conducted user analysis with storyboards & user personas
- Designed app pages (Listing Details and Notifications) using Figma for prototyping and React for developing
- Built a chatbot with Google API

## SKILLS

## PROGRAMMING LANGUAGES

C# | Javascript | HTML | CSS | Python

### SOFTWARE

- 3D: Blender, Fusion360, Shapr3d
- Game Engines: Unreal Engine, Unity
- Design: Figma, Procreate, Adobe Photoshop/ Illustrator
- Film: Adobe Premiere Pro
- Code-less: Microsoft Office, Notion

# INTERESTS

3D Al Mesh Generation **■**/ Cool 3D websites Creative Writing 
/ 3D Art 

< Illustration 🦚

# LINKS

Github:

https://github.com/ClaireOzzz

Sketchfab:

https://sketchfab.com/TheGreyCroissant

LinkedIn:

https://www.linkedin.com/in/claireoude a /