



Xuehan Li

17274534405

Shanghai, China

+86 17274534405

17274534405@139.com

Education

2024.3.16

Cross-professional Offer: AFI (The world's No.1 film academy)- Production Design
Chapman Dodge - Production Design

2019/09-2024/07 Tongji University (Bachelor Degree) Architecture GPA: 4.2/5 (=86.93/100)

Major Courses: Architecture Design, Structure and Construction, Building Mechanics/ Physics/ Material/ Service and Equipment/ Codes;

Introduction to Architecture, History of Architecture, Urban and Rural Planning Theory, Principles of Architecture Design of Mixed-use Complex, City/Interior/Site Design;

Sketch, Mechanical Drawing, Color, Descriptive Geometry and Shadow & Perspective Drawing, Computer-aided design, PS, CAD, Computer Graphics

2018/09-2019/07 Tongji University (Bachelor Degree) Electronic and Information Engineering GPA: 4.2/5

Major Courses: C++, Advanced Mathematics, University physics, Circuit Principles

Recent Achievements

Self-study: Python & C++ courses, Data Structure

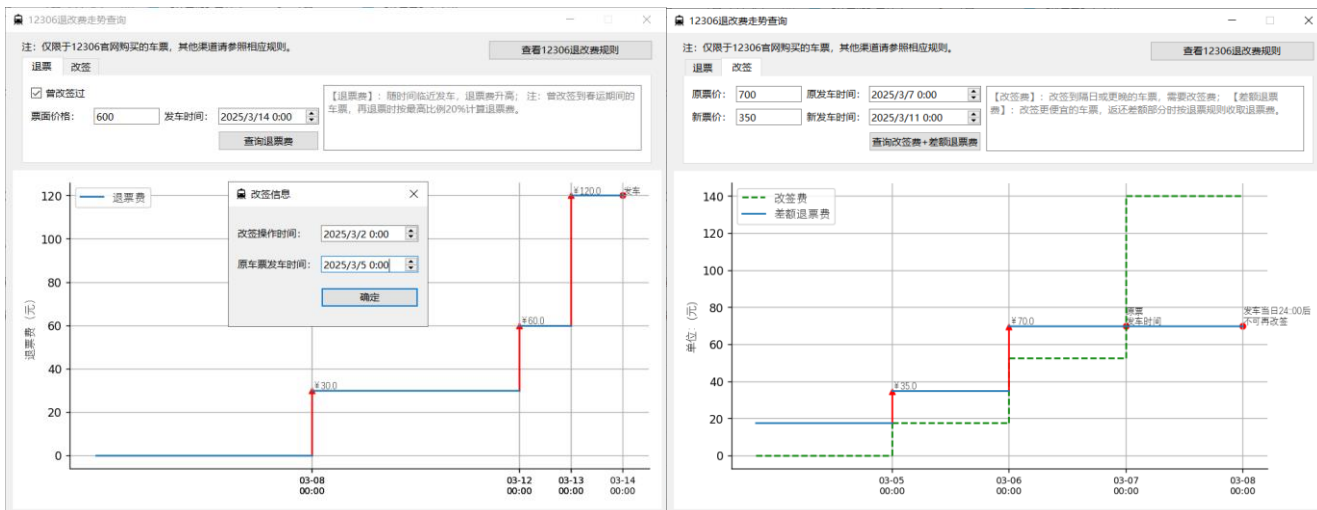
Leetcode - Solved: 61 (Easy 12 /Medium 42 /Hard 7) - 2025.01.26

Homepage: <https://leetcode.cn/u/dicecontractor/>

Solutions archived on: <https://github.com/DiceContractor/Leetcode-Solutions>

Self-study: GUI graphical interface. Design and construct program: Intuitive display of 12306 refund fees that change over time, and operation strategy suggestions.

Source code: <https://github.com/DiceContractor/PyQt-12306>



Graduation Project: Worldview Setting – Built Environment Design under the Condition of VR Device Proliferation

In an era where VR devices are as ubiquitous as smartphones, the way we utilize architectural spaces and the logic behind urban planning may undergo a qualitative transformation. When digital space and physical space converge, how will human lifestyles evolve? Drawing upon the "narrative," "purpose," and "experiential" aspects offered by popular IPs, our team proposes a vision:



- Fully developed VR will provide an immersive, sensory experience, potentially condensing specific physical functional spaces (such as concert venues, etc.);
- The saved space will no longer be defined by its physical function;
- High-level human needs, categorized by behavioral patterns, will become individual "virtual layers" superimposed onto undefined physical spaces, loading functionality;
- Cities will manifest as homogeneous, diffuse, fine-grained, low-rise, high-density environments. For example, urban living spaces could be customized individually without impacting the public sphere, and landmarks could change over time. This represents a growable, rapidly metabolizing, more egalitarian, and diverse urban form.

Design Documentation (including design concepts, generation process, etc.):

<https://www.mubu.com/doc/30LYp5fg9rM>

Final Report Slides: '[Layer Stacking + Capsule Condensation: Mirage City](#)'



Internship Experience

2024.09-2024.10	WEIMAR Landscape Design(Shanghai) Graduate Trainee of Design	Management Trainee Team
	As a reserve talent for the company's management, I joined the non-scale project team to enhance the style and quality of our work. I independently completed the planning and design for the Chengdu LUHULAKES Model Island project, gaining experience in landscape design processes and on-site construction. Throughout this process, I mastered Rhino, Grasshopper parametric modeling, and D5 renderer.	
2023.08-2024.04	McDonald's MCCL Development Construction-China Design Center	CDC Intern
	Maintaining the content of the Pipeline Market Tool system. Inspecting the implementation results of restaurants, controlling the direction of restaurant design styles, and following up on business evaluations of long-term partnered design firms. I produced a showcase video (After Effects compositing) and promotional animation (hand-drawn) for the 2023 China Regional Year-End Report, which have been in use ever since.	
2021/06-2021/08	Shanghai Architectural Design and Research Institute	Public architecture design
	In projects such as the Jinqiao factory building, I calculated preliminary volume, conducted site planning, and generated initial CAD drawings. I also designed for the later-stage elevation detailing, which involved reverting from renderings back to engineering drawings.	
2021/01-2021/03	Shanghai Tianhua Architectural Design	Architecture (1) C Department
	Public architecture design In projects such as the Hefei Vanke Yunfeng Garden Kindergarten and the Hefei Vanke Sales Office, I pushed the advancement of SketchUp models to the detail level of wall jointing, assisting the chief designer in expediting the production of analytical diagrams and presentation materials such as slides for reporting purposes.	



Academic and Reward

2021/07/16-18	CUSGA's first Chinese College Student Game Development Scheme Creation Competition Top 30 in China Card UI design, card value setting, and a small amount of character design, as well as providing on-site commentary during competitions. Demo(303Mb): https://pan.baidu.com/s/1lQlivF_jaVh1NyTxeZatwA?pwd=2025
2020/10	The 16th China International Animation Festival, College Students Game Creation Competition

2019/4

Third prize of top eight
Card UI design and card value setting.
Tongji University CAUP Proficiency test for reference of major change
First place in the sketch category



Skill/ Language

(Adv-Advanced; Pro-Proficient; Fam-Familiar)

CATEGORY	SOFTWARE	LEARNING/USING TIME/PROJECT EXPERIENCE	PROFI- CIENCY
CODING	Python3	3 months: data structure learning & Leetcode solved: 61 (Easy 12 /Medium 42 /Hard 7) -2025.01.26	Pro
	C++	1 month	Fam
OFFICE	Word		Adv
	Excel		Pro
	PowerPoint	Average 2 presentations per week for 5 years.	Adv
3D MODELING	SketchUp (Polygon modeling)	5 years: nearly 20 architecture/ city designs, multiple practices and 3D print models, and 3D aid for my hobby.	Adv
	Rhino (Nurbs modeling)	1 year: multiple practices and 3D print models, 1 landscape project	Pro
	Grasshopper (Parametric Modeling)	2 months: 1 landscape project	Fam
	Blender	Hobby. 2 models following courses.	Fam
	Magica Voxel (Voxel Modeling)	Hobby.	Pro
	Nomad	Hobby.	Fam
BIM ENGINEERING MODELING	ArchiCAD	Architecture Long Project (Wuxi Daoxiang Market Renovation)	Pro
	Revit	Architecture Long Project (CIFI Commercial Complex TOD)	Pro
RENDER	Lumion	2~3 engineering renderings	Pro
	Enscape	Over 20 architectural/scene projects	Adv
	V-Ray	3~4 architectural/product projects	Pro
	Keyshot	2 product rendering projects	Pro
ENGINEERING DRAFTING	CAD	5 years: Drafting of engineering drawings for all the aforementioned architectural projects, including mechanical parts drawings, etc.	Adv
	Tianzheng CAD	5 years: Drafting of engineering drawings for all the aforementioned architectural projects.	Adv
	Layout	2 months: Several instances of processing engineering drawings directly from SketchUp.	Pro
VECTOR GRAPHICS	Adobe Illustrator	3 years: Cleaning and adjusting part of the engineering drawings.	Pro
	Curve	2 years: Multiple icon works, vector analysis diagram drawing.	Adv
IMAGE / VIDEO	Adobe Indesign	1 year: Layout of 3~4 project atlases.	Pro
	Adobe Lightroom	2 years: Balancing hundreds of images.	Adv
	Adobe Photoshop	5 years:	Pro
	Adobe After Effects	3 years: Production of 3 hand-drawn short films, 1 McDonald's Thousand Stores showcase report video.	Pro
	Arctime	1 video captioning project.	Pro
HAND- DRAW	SAI	5 years: Approximately 460 hand-drawn illustrations across multiple software.	Adv
	Procreate		Adv

Language: English

TOEFL (IBT): 105 (2023.04)



Personal Strengths

I possess rigorous logical thinking and strong comprehension skills, and often serve as a bridge for explanation and communication in collaborations.

I have a broad perspective and a sense of the bigger picture. I understand the significance of my work, and is goal-oriented.

With strong self-learning ability, I can quickly become proficient with new software. I have excellent capabilities in visual presentation and expression.

Wide range of hobbies, passionate about ACGN culture. I have been creating fan works for many years, and have 13k followers on the content sharing platform @lofter.



Portfolio Link

Personal GitHub Homepage:

<https://github.com/DiceContractor>

(stable with VPN)

Including recent achievements, Design Portfolio (for Production Design-2023), Graduation project, and several other projects for display.

PORTFOLIO 2023

27 页

