



JIAYI LI

Technical Artist

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Helsinki, Finland

Technical Artist with a strong background in developing scalable art pipelines, optimizing game assets, and improving visual quality from both technical and artist perspective. Experienced in Unity, 3D modeling, and VFX graph, with hands-on expertise in creating intuitive, efficient solutions to support cross-functional teams in delivering top-quality game content.

WORK EXPERIENCE

Interactive Play Design Intern Aug. - Nov. 2024 | Billund, Denmark
The LEGO Group

- **Prototyping:** Developed physical and digital interactive prototypes using Unity.
- **Tool Development:** Built custom Unity tools to speed up prototyping, supporting team efficiency and rapid iteration.
- **Collaboration:** Partnered with designers and engineers, gaining valuable insights into cross-functional project development and team workflows.

Technical Artist, Part-time Oct. 2023 - Feb. 2024 | Remote
East China Architecture Design & Research Institute

- **Pipeline Development:** Created and managed a modular art pipeline in Unity, enhancing asset integration and flexibility for large-scale 3D environments.
- **Optimization:** Developed scalable visual solutions and ensured seamless asset integration from external software, optimizing the pipeline for efficiency and quality.
- **Collaborative Workflow:** Established efficient remote workflows using Figma, Notion, and Plastic SCM, improving team productivity and cross-functional coordination.

Software Design Intern Sept.- Nov. 2022 | Shanghai, China
East China Architecture Design & Research Institute

- **VR Prototyping:** Developed a Unity-based VR room display prototype with customizable building features, creating immersive experience.

Technical Artist Mar.- May 2022 | Shanghai, China
Digital Animation and Entertainment Lab, Tongji University

- **Level Design:** Designed and built all levels for a 4D VR educational game using Unity, with a focus on engaging and efficient gameplay experiences.
- **Visual Effects:** Developed immersive visual effects using Unity, enhancing the game's visual quality and user experience.

SELECTED PROJECTS

BEING - VR & Multisensory Game VR, Unity, Arduino, Wearables
Lead Programmer Aug. - Oct. 2022

Developed a VR game with Arduino-powered wearables, enabling players to simulate creatures behavior and evolution through multisensory motion controls.

Fungi City: AI-driven Voxel Simulation Unity, VFX graph, Houdini
Technical Artist, Solo Developer June - July 2022

Developed a virtual environment using AI-inspired voxel particles, blending high-density urban growth patterns with microbial dynamics to reflect transient urban life.

Moon Rover 2035 - Realistic Driving Simulator Unity HDRP, PBR
Technical Artist, Lead Programmer Oct. - Dec. 2021

Created an educational game using Unity HDRP with AAA visual quality, simulating lunar rover driving to explore moon craters, fostering immersion in lunar geology.

EDUCATION

Aalto University

MA, New Media
2023 - Present | Espoo, Finland
• Aalto 100% waiver Scholarship
• Erasmus+ Scholarship

Tongji University

B.E., Historical Architecture
2018 - 2023 | Shanghai, China
• First Class Scholarship

SKILLS

Technical Art

Shader & Shader Graph
Compute Shader
Particle System & VFX Graph
Art Asset Integration
3D Modeling
Game Design and Development
Rapid Prototyping and Iteration
Agile Development

Tools

Development
Unity (advanced), Unreal Engine

3D Modeling

Blender, 3ds Max, Maya
Houdini, Substance Painter
Sketch Up, Rhino, Auto CAD

Graphic & Concept

Photoshop, Illustrator, InDesign
Premiere, After Effects
ComfyUI, Stable Diffusion

Collaboration & Documentation

Git, Figma, Miro
Notion, Microsoft Office

Tech

C#	+++++
Html / CSS	++++
Python	+++
Javascript	++
GLSL	++

Language

English	++++
Mandarin	+++++