Bingru Li 李炳儒

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libinzyu.github.io

github.com/libinzyu

linkedin

CV

工作经历

粒界科技 ⧉，技术美术，正职
07/2021-03/2024

作为技术美术开发 XR，移动端游戏优化，BYD 方程豹 8 车机，个人编写 4 个专利，联合申请 6 个软著。基于自研引擎开发 AR、车机等解决方案。

腾讯云 ⧉，技术美术，正职
09/2020-03/2021

3D 特效和模型开发，使用自研引擎、Unity、Unreal Engine 以及 DCC 工具进行项目开发。设计公司内部资产库规范，维护美术工作流程，保证资产质量。主导了上海地铁后台大屏、宝龙地产大屏、北京大兴机场等智慧城市项目开发。

教育背景

西交利物浦大学 ⧉
09/2024-03/2026

人机交互，全日制硕士研究生

核心课程：数据可视化、机器学习、数据挖掘和分析、人工智能、人机交互

成都大学 ⧉
09/2016-06/2020

数字媒体技术，全日制统招本科，成绩：86/100

核心课程：C 语言、C++、数据结构与算法、计算机图形学、游戏开发基础、数字媒体技术基础、虚拟现实、3D 建模技术、数字媒体艺术基础、平面设计、网页开发技术等

项目经历

- VAI 插件: 在任何 Unity 项目中执行高准确的语音控制(唤醒词-语音转文字-本地意图识别-工具调用) ⧉, 个人工程项目, 2025
- 人体解剖学教学的混合现实与其他方法的对比研究 ⧉, ACM SIGGRAPH Asia (计算机图形学与交互技术会议) 论文接收, 2025
- CameraArrayTools ⧉- UE5 相机批渲染插件, 个人工程项目, 2025
- 香港科技大学-广州 计算媒体学域夏令营, 07/2024
- BYD 方程豹 8 车机研发, 技术美术，2021-2023
- MR Creator 混合现实编辑器软件, 技术美术和产品定义 2022-2023
- 复旦大学附属中山医院 AI 语音数字医生, 技术美术, 10/2023-12/2023
- 梅赛德斯奔驰 Unreal Engine G-Box 汽车交互体验, 技术美术 07/2022
- 项目工时管理系统, 产品定义, 2023
- 上海地铁后台大屏可视化, 技术美术, 2/2021

证书 · 专利

- PMP 项目管理专业人士证书, 2023
- Professional Scrum Master 证书, 2023
- 2016，2017，2018 成都大学本科荣誉奖学金
- 专利：一种用于虚拟现实应用的语义信息地形绘制方法(中国)，2022
- 专利：房屋立体模型显示方法、装置、介质及电子设备(中国)，2022

技能

- 语言: 中文(母语); 英语(IELTS 6.5);
- 编程技术: Python, C/C++, C#, javascript, Unity, Unreal Engine, Maya, Blender python
- 产品设计: Adobe Creative Suite, Figma, UI/UX design, product feature design
- 项目管理：Technical management, cross-functional team leadership, agile project management
- AI 和数据分析: Python, PyTorch, Data Mining, SPSS, Text-to-image tools

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Job

GritWorld GmbH ⬈**, Technical Artist**, Onsite fulltime   **07/2021-03/2024**

As Technical Artist developed XR, mobile game optimization, BYD Fangchengbao 8 car system. Personally wrote 4 patents and jointly applied for 6 software copyrights. Developed AR and car system solutions based on proprietary engine.

Tencent Cloud ⬈**, Raydata Technical Artist**, Onsite fulltime   **09/2020-03/2021**

3D effects and model development using proprietary engine, Unity, Unreal Engine and DCC tools. Designed internal asset library standards, maintained art workflows, ensured asset quality. Led smart city projects including Shanghai Metro backend screen, Powerlong Real Estate screen, Beijing Daxing Airport, using proprietary engine for effect rendering and developing geographic information blueprint tools.

Education

Xi'an Jiaotong-Liverpool University ⬈   **09/2024-03/2026**
Human-Computer Interaction, Full-time Master's Student
Core courses: Data Visualization, Machine Learning, Data Mining and Analysis, Artificial Intelligence, Human-Computer Interaction

Chengdu University ⬈   **09/2016-06/2020**
Digital Media Technology, Full-time Bachelor's Degree
GPA: 86/100. Core courses: C Language, C++, Data Structures and Algorithms, Computer Graphics, Game Development Fundamentals, Digital Media Technology, Virtual Reality, 3D Modeling, Digital Media Art, Graphic Design, Web Development

Project · Experiences

- VAI Implement highly precise natural language voice control in any Unity projects. (wake word->ASR->intent match->tool_call) ⬈, personal project, 2025
- Advancing Anatomy Outreach: A Systematic Comparative Study of Mixed Reality, Computer-assisted, and Conventional Methods ⬈, ACM SIGGRAPH Asia, 2025
- CameraArrayTools ⬈ - UE5 Camera Batch Rendering Plugin, personal project, 2025
- Hong Kong University of Science and Technology (Guangzhou) CMA PhD Summer Camp, 07/2024
- MR Creator - Mixed Reality Editor Software, Product Designer, 2022
- BYD Fangchengbao 8 Car System 3D Scene, Technical Artist, 2021-2023
- AI Digital Doctor - Fudan University Zhongshan Hospital, Technical Artist, 10/2023-12/2023
- Mercedes Benz Unreal Engine G-Box interactive sales system, Technical Artist, 07/2022

Certificates · Patents

- PMP Project Management Professional Certificate, 2023
- Professional Scrum Master Certificate, 2023
- A terrain rendering method based on semantic information for virtual reality applications, 2022 (China)
- House 3D model display method, device, medium and electronic equipment, 2022 (China)
- 2016, 2017, 2018 Chengdu University Undergraduate Honor Scholarship

Skills

- **Language**: Mandarin(native); English(IELTS 6.5);
- **Tech**: Python, C/C++, C#, Unity, Unreal Engine, Maya, Blender
- **Data:** Python, PyTorch, Data Mining, SPSS, Text-to-image tools
- **Project management:** Technical management, cross-functional team leadership, agile project management
- **Product design:** Adobe Creative Suite, Figma, UI/UX design, product feature design