



Bingru Li 李炳儒

+86 18080637660

rob.bingru.li@outlook.com

libinzyu.github.io

Wechat




Linkedin



Github




工作经历

粒界科技 , 技术美术, 正职

~ 2 年 8 个月

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

~ 7 个月

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 

~ 1 年 7 个月

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 

~ 4 年

09/2016 – 07/2020


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 Unity 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

SIGGRAPH Asia (计算机图形学与交互技术会议) 

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 论文接收, 2025

CameraArrayTools 

UE5 相机批渲染插件, 个人工程项目, 2025

BYD 方程豹 8

粒界科技与比亚迪车机研发 3D 场景, 技术美术, 2021-2023

MR Creator 混合现实编辑器软件

粒界科技混合现实编辑器软件, 技术美术和产品定义 2022-2023

梅赛德斯奔驰 G-Box

梅赛德斯奔驰 Unreal Engine G-Box 汽车交互体验, 技术美术 07/2022

数字医生

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

项目工时管理系统

粒界科技内部项目工时管理系统, 产品定义与维护, 2023

上海地铁后台大屏可视化

腾讯云 Raydata 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: 气象数据处理方法、装置、存储介质及设备(中国), 2024
- 专利: 房屋立体模型显示方法、装置、介质及设备(中国), 2023
- 专利: 地形绘制方法、装置、存储介质及设备(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

~ 2 yrs 8 mos 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

~ 7 mos 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

~ 1 yr 6 mos 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

~ 4 yrs 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

Voice AI Unity Plugin

VAI Implement highly precise natural language voice control pipeline in any Unity projects. (wake word->ASR->intent match->tool_call), master's project, 2025

ACM SIGGRAPH Asia 2025, Advancing Anatomy Outreach: A Systematic Comparative Study of Mixed Reality, Computer-assisted, and Conventional Methods

CameraArrayTools

UE5 Camera Batch Rendering Plugin, personal project, 2025

BYD Fangchengbao 8 Car System

BYD Fangchengbao 8 Car System 3D Scene, Technical Artist, 2021-2023

Mixed Reality Creator

Mixed Reality Editor Software, Product Designer, 2022

Mercedes Benz Unreal Engine G-Box interactive sales system

Technical Artist, 07/2022

AI Digital Doctor

Fudan University Zhongshan Hospital, Technical Artist, 10/2023-12/2023

Project Management Portal - inhouse

GritWorld project management tool product design and maintain, 2023

Shanghai Metro Data Visualization

Tencent Raydata project, Technical Artist 2021

Certificates · Patents

- PMP Project Management Professional Certificate, 2023
- Professional Scrum Master Certificate, 2023
- Meteorological Data Processing Method, Apparatus, Storage Medium, and Device (China), 2024
- 3D House Model Display Method, Apparatus, Medium, and Device (China), 2023
- Terrain Rendering Method, Apparatus, Storage Medium, and Device (China), 2022
- 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