

Ms. Linshi Li

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OVERVIEW

As a highly motivated and collaborative design student with a strong focus on Child-centered AI Design and Interactive Design, I have developed expertise in design research, interactive technologies, and AI-enhanced user experiences. My background spans both industry and academic settings, with two peer-reviewed publications and five international awards from design competitions and conferences. I excel in cross-functional collaboration and project coordination, frequently leading team projects and demonstrating strong communication and organizational skills across interdisciplinary and multicultural teams.

SKILLS

Research & Analysis: Experienced in qualitative and quantitative user research, HCI testing, and academic writing with publications in HCI venues.

Design & Prototyping: Skilled in UX design, scientific communication graphics, visual storytelling, gamification strategies, and building high-fidelity prototypes using tools like Figma.

Technical Development: Proficient in web technologies, Unity prototyping, development skills in LLMs and chatbots, and experience in AR/VR interfaces and basic 3D modeling using Blender.

EDUCATION

University of London, Goldsmiths, United Kingdom

Sep. 2024 – Jan. 2026

Master of Arts in Design

➤ Research Project: Applying LLM-Powered Virtual Humans to Child Interviews in Child-Centered Design.

National University of Ireland, Maynooth (NUIM)

Sep. 2020 – Jun. 2024

Bachelor of Science in Multimedia, Mobile and Web Development

➤ First Class Honours, Award Mark: 81.6% (Ranking: 10/58)

Fuzhou University (FZU, China-Ireland Cooperative Program)

Sep. 2020 – Jun. 2024

Bachelor of Engineering in Automation (Taught in English)

➤ Average Score: 85.35

● **Scholarships:** Innovation Scholarship, Academic Excellence Scholarship (four times).

HONOURS

Best Oral Presentation Award of IEEE ICEIT 2025 Conference

2025

Finalist of China International Internet+ Innovation and Entrepreneurship Competition (Top 3%)

2024

First Prize in National College Digital Art and Design Awards (Top 1%)

2023

Third Prize in China Collegiate Design Competition & Exhibition (Top 1%)

2023

Second Prize in China International Internet+ Innovation and Entrepreneurship Competition (Top 3%)

2022

PUBLICATIONS

[1] Linshi Li, Hanlin Cai. “Applying LLM-Powered Virtual Humans to Child Interviews in Child-Centered Design”. *The 24th annual ACM Interaction Design and Children (IDC) Conference*. 2025.

[2] Linshi Li, Xianjinghua Chen, Yutian Qin, Hanlin Cai. “SeeMusic: XR-Enhanced Musical Language Training Application for Hearing-impaired Children”. *The 14th IEEE International Conference on Educational and Information Technology (IEEE ICEIT)*. 2025.

RESEARCH EXPERIENCE

Postgraduate Researcher, Interaction and Experiments Studio, University of London, Goldsmiths, UK

Supervisor: Dr. Sarah Pennington

June 2024 – Present

Outline:

- Explored inventive approaches to design and design-led research through experimental, material-based approaches, focusing on human–nonhuman interactions and informed by STS.

Key Responsibilities:

- Specialized in child-centered AI design, implementing large language model–powered virtual agents tailored to child interview methodologies to genuinely address children's needs and perspectives.

Achievement:

- Defined standardized multimodal elements and human–AI workflows; paper was submitted to *IDC 2025*.

Interaction Designer, Tencent, UK, London

Mentor: Dr. Annelore Schneider

Jan. 2025 – July 2025

Outline:

- Led interaction design for a gamification project, developing user flows and prototypes that integrated behavioral design principles to enhance engagement through progress tracking and interactive feedback.

Key Responsibilities:

- Collaborated cross-functionally to align gamified features with business goals and user needs; conducted user testing and iterated designs to enhance usability and retention.

Achievement:

- Developed strong insight into gamification strategies and enhanced collaboration skills through teamwork.

Research Intern, Centre for the Integration of Science, Technology & Culture, University of Cambridge, UK

Supervisor: Dr. Eleanor Dare

Jan. 2023 – June 2023

Outline:

- Conducted research on AR/VR-assisted auditory rehabilitation for hearing-impaired children, focusing on language learning through multisensory interaction.

Key Responsibilities:

- Developed *SeeMusic*, a mobile application integrating music therapy with AR/VR visualization based on Erber's Hierarchy of auditory skills, to support auditory rehabilitation for hearing-impaired children.

Achievement:

Gained practical experience in AR/VR technologies; paper was submitted to *IEEE ICEIT 2025*.

UX Designer Intern, Kamashi Trading Co.,Ltd., China

Supervisors: Hongyi Zhou

Oct. 2022 – March 2023

Outline:

- Assisted in developing and optimizing UI design, page layout, and information architecture to better meet B-end requirements, incorporating user feedback and industry best practices.

Key Responsibilities:

- Created detailed sketches and research boards to effectively communicate design concepts during early planning stages, facilitating productive discussions.

Achievement:

- Gained proficiency in design tools, built strong communication, organization, and time management skills.