RUOXI LI Interaction Designer

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Portfolio: http://ruoxi.li

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   **Pittsburgh, PA**
Master of Entertainment Technology   *08.2018 – 05.2020*
Jiangnan University   **Jiangsu, China**
Bachelor of Engineering, major in Integrated Innovation   *09.2014 – 06.2018*
Technical University of Denmark   **Copenhagen, Denmark**
Exchange, major in Design Innovation   *08.2016 – 01.2017*
Yale University   **New Haven, CT**
Summer session, relevant course: Interaction Design, Animation Principles   *07.2016 – 08.2016*

SKILLS

System: UX/UI Design, Product Design, Visual Communication, Interactive Media, Game Design, 3D Art
Tools: Adobe Suite, Sketch, Sublime, Rhino, Maya, Unity, Substance Painter
Programming: HTML&CSS, JavaScript, Python, Processing, Arduino
Fabrication: Iron forging, Ceramics, Woodworking, 3D printing, Laser cutting

WORK EXPERIENCE

Microsoft UX Design Intern, Microsoft Search Technology Center Asia, China   *03.2018 – 07.2018*

∘ Researched for Microsoft Edge and generated observations from a holistic view via studying 61 features of 21 browsers

∘ Designed a unifying experience of Bing News' feature 'Follow'. Updated Human Interface Guidelines for Bing Design

∘ Explored Trusted News, Personalized Feed and other new possibilities according to media trends for Bing via sprint

Industrial Designer (Part-time)**,** Reliant Arts Corporation, China   *07.2015 – 10.2017*

∘ Worked in a team of five to develop concepts for industrial products. Collaborated with engineers for manufacturing

PROJECTS

Artist & Producer, Building Virtual Worlds (Course Project), ETC, CMU   *Fall 2018*

∘ Worked as an artist and experience designer to produce five interactive VR/AR experiences using HTC Vive, Microsoft Kinect and Meta 2 via interdisciplinary collaboration

∘ Engaged in rapid prototyping, user testing, iterations and communicating between other roles effectively.

Concept Art & Animatic Team, 2017 SIGGRAPH Massive Collaborative Animation Program, LA   *07.2017 – 10.2017*

∘ Exhibited in 2017 SIGGRAPH

∘ Collaborated in a team to develop the animatic. Responsible for 2D concept art and body dynamics of characters.

Interaction Designer, the Public Welfare Project of Malan Lake Desertification Control, China   *07.2017 – 10.2017*

∘ Exhibited at 2017 Trends of Transformational Forum (TTF)

∘ Collaborated in a team of four to design a whole system including service, interaction, entity and architecture for Malan Lake's integrated mid-long-term planning

Wisper (Solo Project), Visual identity and installation, China   *10.2017*

∘ Exhibited at 2017 Beijing Design Week

∘ The Wisper is a project that collects endangered sounds from everyday objects and environments. The project includes an audio haptic installation, identity and prints of Beijing City

Recognition

∘ The Most Popular Award, Microsoft Hackathon, 2018

∘ User Experience Design Award, User Experience Professional Association, 2017

∘ National Utility Model Patent: Time Reminding Remarks Sticker (Application No: 201621266743.4), 2017