RUOXI LI

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EDUCATION Carnegie Mellon University Pittsburgh, PA 08/2018-Present Master of Entertainment Technology Jiangnan University (JNU) Wuxi, China 09/2014-06/2018 Bachelor of Engineering Major: Art Design (Innovation) | GPA:3.19 | Ranking: 4/29 **Technical University of Denmark** Copenhagen, Denmark 08/2016 - 01/2017 **Exchange Student Yale University** New Haven, CT 07/2016-08/2016 **Summer Session**

HONORS

- o 2017 Third Award: User experience Design Award, User Experience Professional Association;
- Yuanxiang Exchange Scholarship, JNU;
- o 2015-2016 JNU Third Award Scholarship (Top 12%), JNU;
- o 2016-2017 JNU Second Award Scholarship (Top 10%), JNU;

EXPERIENCE

Microsoft Beijing, China 03/2018 – 07/2018

UX Design Intern, Bing News Team

- o Researched for Microsoft Edge. Designed Bing News' new feature. Explored and designed for Bing's sprint.
- o Updated Human Interface Guidelines for Bing Design.

2017 SIGGRAPH Massive Collaborative Animation Program

LA, US 07/2017 – 10/2017

Concept Art Team and Animatic Team

 Collaborated in a team of five to complete an animatic named "Ghost McGhostface", which is exhibited in 2017 SIGGRAPH. Responsible for concept art and body dynamics.

The Public Welfare Project of Malan Lake Desertification Control

Wuxi, China 07/2017 – 10/2017

Exhibited at 2017 Trends of Transformation Forum (TTF)

Collaborated in a team of four to design a service system including service, interaction, entity and architecture for Malan Lake's integrated mid-long term planning. The project is situated in Tengger Desert, which is the second largest desert in China.

Wisper - Beijing Design Week

Beijing, China 10/2017

Exhibited at Beijing Design Week

o − The Wisper is a project that collects endangered sounds from everyday objects and environments. The project includes an audio and visual installation, identity & prints of Beijing and endangered sounds themselves.

2017 International Experience Design Conference

Beijing, China

07/2017

Volunteer

Reliant Arts Corporation

Jinhua, China 07/2015-10/2017

Industrial Designer (Part-time)

o Developed design concept for furniture and other crafts according to specific client demands, worked in a team and collaborated with others to create CAD and models

SKILLS

Systems: User research, industrial design, animation, creative coding, interactive media, sound design, game design.

Design: Adobe Suite, sketch, Arduino, Processing, Maya, Rhino, Cinema4D

Language: html & css, python, processing, Arduino.

Fabrication: Iron forging, Ceramics, Woodworking, 3D printing, Laser cutting, Sewing.

Patent: "Time reminding remarks sticker" got National Utility Model Patent (*Application No.:* 201621266743.4; *Coowner:* Heqian Jiang/Yiting Wang/Ziyao Zhang)