RUOXI LI, summer intern, 2019

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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

Systems: UX/UI design, user research, product design, interactive media, creative coding, sound design
Tools: Adobe suite, Maya, Rhino, Sketch, Unity   **Fabrication:** Iron forging, ceramics, 3D printing, laser cutting
Patent: Time reminding remarks sticker got National Utility Model Patent (Application No: 201621266743.4)

WORK EXPERIENCE

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

∘ Researched and designed for Microsoft Edge and Bing News' new features

∘ Updated Human Interface Guidelines for Bing Design, explored new possibilities for Bing via design sprint

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

∘ Developed design concepts for products. Worked in a team and collaborated with engineers for manufacture

PROJECTS

Artist, Building Virtual World (Course Project), ETC, CMU   *Fall 2018*

∘ Creating VR/AR experience of storytelling using HTC Vive and Meta 2 via an interdisciplinary collaboration

∘ Engaged in rapid prototyping, iterating on ideas quickly and effectively.

∘ Collaborated between programmers to ensure an enjoyable and intuitive experience for guests.

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 "Ghost McGhostface". Responsible for concept art and body dynamics

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 (Personal 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

AWARDS

∘ 2018 The Most Popular Award, Microsoft Hackathon

∘ 2017 User Experience Design Award, User Experience Professional Association

∘ JNU Scholarships: Yuanxiang Exchange Scholarship, 2016-2017 Second Award Scholarship (top10%), 2015-2016 Third Award Scholarship (top12%)