

RUOXI LI - RESUME

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EDUCATION

School of Design, Jiangnan University (JNU) <i>Candidate for Bachelor of Engineering, June 2018</i> <ul style="list-style-type: none">– Major: Art Design (Innovation)– GPA: 3.19/4.0 – Ranking: 4/28	Wuxi, China	09/2014 – Present
Technical University of Denmark <i>Exchange Student</i>	Copenhagen, Denmark	08/2016 – 01/2017
Yale University <i>Summer Session</i> <ul style="list-style-type: none">– Courses: Animation Principles (A), Introduction to Interactive Design (A)	New Haven, CT	07/2016 – 08/2016

HONORS

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

EXPERIENCE

2017 SIGGRAPH Massive Collaborative Animation Program <i>Exhibited at SIGGRAPH 2017</i> <ul style="list-style-type: none">– Worked in animatic team to develop an animatic for an animation named "Ghost McGhostFace". Be responsible for body dynamics and line working of characters.– Worked in concept art team for further animation development after exhibition.	LA, US	07/2017 – 10/2017
The Public Welfare Project of Malan Lake Desertification Control <i>Exhibited at 2017 Trends of Transformation Forum (TTF) in Shenzhen, China</i> <ul style="list-style-type: none">– The project is situated in Tenggeer Desert, which is the second largest desert in China.– 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. Be responsible for the service design and interaction design.	Wuxi, China	08/2017 – Present
The Wisper Project <i>Exhibited at Beijing Design Week 2017</i> <ul style="list-style-type: none">– 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.– Be responsible for installation and exhibition design.	Beijing, China	09/2017 – 10/2017
2017 International Experience Design Conference <i>Volunteer</i> <ul style="list-style-type: none">– Assisted speakers in ten workshops. Guided for the honored guests, communicated with related issues.	Beijing, China	07/2017 – 07/2017
Reliant Arts Corporation <i>Industrial Designer (Part-time)</i> <ul style="list-style-type: none">– Developed design concepts for furniture and other crafts according to specific client demands.– Worked in a team and collaborated with others to create CAD and models.	Jinhua, China	05/2015 – 03/2017

SKILLS & OTHERS

Systems: Research, industrial design, user interfaces, animation, creative coding, interactive media, sound design
Design: Maya, Rhino, Cinema4D, Processing, sketch, Adobe Suite, pure data, autoCAD, 3ds Max
Programming: Python, HTML, Arduino, Processing
Fabrication: 3D printing, Laser cutting, Ceramics, Iron forging, Wood working, Sewing
Patent: "Time reminding remarks sticker" got National Utility Model Patent
(Application No.: 201621266743.4; Co-owner: Heqian Jiang/Yiting Wang/Ziyao Zhang)