

# Richard Z. Li

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## EDUCATION

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**Cornell University** | Incoming Bachelor of Science in Cognitive Science

Expected Graduation: May 2030

**Longmeadow High School** | High School Diploma

Expected Graduation: May 2026

- **GPA:** 3.94
- **SAT:** 1540
- **Advanced Coursework:** AP Computer Science A, AP Statistics, AP Physics 1 & 2, AP Physics C Electricity and Magnetism, AP Chemistry, AP Biology, AP Language, AP U.S. History, AP Macroeconomics, AP Spanish

**Quinsigamond Community College**

Fall 2025

- **GPA:** 4.00
- **Advanced Coursework:** Multivariable Calculus

## PROFESSIONAL EXPERIENCE

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**Research Assistant**

May 2023 - June 2024

Western New England University | Springfield, MA

- Eight Questions on the Evolution and Impact of Extended Reality Technologies in Engineering Systems
- Initiated and led a project to compile a systematic review answering eight specific questions about the impact of extended reality technologies in engineering.
- DOI: 10.1109/ICPHM61352.2024.10626748

**Research Scientist**

December 2022 - March 2025

A Review of Autism Spectrum Disorder and Interpersonal Space Perception

- Conducted a systematic review of 679 studies, analyzing 11 key papers on interpersonal space in ASD
- Identified altered spatial preferences and gaps in research regarding adults and diverse cultures; highlighted VR and robotics as training tools.
- Published at IEEE ISEC 2025: 10.1109/ISEC64801.2025.11147259

**Research Scientist**

November 2023 - October 2024

Music Therapy for Autism Spectrum Disorder: A Comprehensive Literature Review on Therapeutic Efficacy, Limitations, and AI Prospective

- Reviewed 18 recent studies (2020–2024) on music therapy efficacy for ASD, focusing on social-emotional reciprocity.
- Explored the potential of AI to personalize interventions and improve emotion detection in therapy.
- Published at IEEE UEMCON 2024: 10.1109/UEMCON62879.2024.10754769

**Research Assistant**

March 2023 - December 2024

Western New England University | Springfield, MA

ImmersiveBuild: The Applications of Virtual Reality and Treadmills for the Renovation of Educational Buildings

- Designed the "ImmersiveBuild" framework using Revit for modeling and Unity for interactive VR environments.
- Integrated Meta Quest 3 and KatWalk treadmills to test renovation designs with 7 participants, analyzing physiological metrics and survey data.
- Published at IEEE ICIR 2024: 10.1109/ICIR64558.2024.10976955

**Research Assistant**

November 2024 - March 2025

Western New England University | Springfield, MA

Towards Embodied Immersive Training for Human-Drone Interactions in Wildlife Preparedness, Response, and Recovery

- Conducted a literature review on drone technologies and immersive learning for wildfire management.
- Investigated knowledge transfer efficacy and challenges such as simulator sickness.
- Published at IEEE ISEC 2025: 10.1109/ISEC64801.2025.11147269

**Nonprofit**

2022 - Present

AI Academy Corp | President

- Secured \$2,000 in grants to organize a STEM workshop at Western New England University, providing Arduino kits to over 25 low-income and neurodivergent families.
- Raised and donated \$10,000 to Springfield Food Bank and Ronald McDonald House