Yushu Li

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portfolio: ushoo.art

EDUCATION

China Academy of Art, BFA in Animation | 2021 – 2025
School of Visual Arts, MFA in Computer Arts | **Expected May 2026**

WORK EXPERIENCE

Lab Assistant | SVA MFA Computer Arts Lab | *2025 – Present*

Technical Support: Provide real-time troubleshooting for high-end 3D rendering and animation workstations, ensuring minimal downtime for student productions.

Facility Management: Oversee professional A/V equipment inventory, including cinema cameras, lighting kits, and interactive sensors.

System Maintenance: Assist in maintaining large-scale render farms and software licensing for Cinema 4D, Maya, and Adobe Creative Suite.

PROJECT EXPERIENCE

Technical Artist | Blooming Engine (Interactive WebGL Project) | 12/2025

Engineered a high-performance interactive experience using WebGL and Three.js, integrating Gemini, GPT, and Claude for dynamic, AI-driven content generation.

Architected a custom pipeline to bridge LLM-generated data with real-time visual shaders, ensuring seamless user interaction and low-latency rendering.

Optimized front-end performance and JSON-based data structures to efficiently manage complex generative assets within a web environment.

Technical Artist | RECURSION (3D Narrative Short) | 06/2025

Shortlisted for the 25th Animation Academy Awards of Beijing Film Academy.

Engaged in the entire 2D and 3D animation process, integrating visual storytelling with technical execution from layout to final render.

Technical Lead | Interactive Installation: Rebirth on Top of Wasteland | 04/2024

Exhibited at the 2050 Conference, Alibaba Cloud Town, Hangzhou.

Developed an interactive installation where a touch-sensitive vase triggered generative animations of blooming flowers and swimming fish, reflecting on technology's dual role in creation and destruction.

Director | Bicycle Touring (Opening Animation) | 05/2024

Shortlisted for the First-Time Filmmaker Sessions, October 2024

Created a one-minute opening animation proposal for the 3rd West Lake International Animation Festival.

Animator, Crossing the River, I Saw You | 10/2022

Contributed animation for a film segment by tracing old photographs to evoke fading memories consistent with the documentary's tone.

Film shortlisted for the One International Women's Film Festival

TECHNICAL SKILLS

Software & Workflow

3D Modeling & Animation: Blender, Cinema 4D, Maya, Substance Painter, ZBrush; OctaneRender, Redshift.

AI & Generative Tools: ComfyUI (Stable Diffusion), Runway, Luma, Kling, Sora, Midjourney. (Expertise in AI-assisted video production and prompt engineering).

Compositing: After Effects (Multi-pass Compositing), Premiere Pro, Photoshop, Illustrator.

Creative Tech: Python, p5.js, JSON; Unreal Engine, TouchDesigner, Arduino.**Production Pipeline:** Asset management, version control, cross-platform workflows (Mac/PC).

A/V Equipment: Studio lighting, camera operation (Digital/Film), projection alignment, immersive sound (Zoom H6).