

Chu Li

Pittsburgh, PA

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Education

Carnegie Mellon University	Pittsburgh, PA
Master of Entertainment Technology	Sep 2023 – May 2025
New York University	New York, NY
Bachelor of Fine Arts in Interactive Media Arts (1 st Major) & Computer Science (2 nd Major)	Sep 2019 – May 2023

Skills and Software

Programming Languages C/C++, C#, p5.js, Arduino, Java, JavaScript, Python, HLSL

Technologies Unity, Unreal, Git, Perforce, p5.js

DCC Houdini, Premiere, Photoshop, Maya, Figma

Current Coursework Real-time Rendering

Professional Experience

Beijing Immersive Space Vision Co., Ltd.	Remote
Technical Artist / UE Audio Analysis Developer (Outsourcing)	May 2024 – Present
<ul style="list-style-type: none">Collaborated with the project manager and technical artist from the client company, and worked within a self-managed, cross-functional team composed of my peers, to design and implement a robust Unreal Engine plugin.Utilized Unreal Engine blueprints to analyze audio features, connecting audio analysis outputs with virtual scenes' art effects and asset inputs for dynamic visual responses to music.	
NYU Tisch School of the Arts	New York, NY
Student Researcher as Physical Computing Programmer	Apr 2022 – Dec 2022
<ul style="list-style-type: none">Collaborated with a self-managed, cross-functional team. Researching carbon dioxide emissions. Brainstormed and developed strategies for how to best present and visualize the research information. Communicated and met with faculty members throughout research progress.Designed and programmed visuals using Arduino (RFID cards, LED strips etc.) as part of a responsive and immersive environment which speaks to Unity. Built the installation with fabrication production such as laser cutting.Poster accepted by "Design for Adaptation" Cumulus Detroit 2022. Exhibited project in NYU Bobst Library.	
Shanghai Bantu Network Technology Co., Ltd.	Shanghai
Intern in Operations Department	June 2020 – August 2020
<ul style="list-style-type: none">Used Photoshop for game-related design work, including logos for game apps, banners for the game community, posters, and forum images.	

Project Experience

Entertainment Technology Center, Carnegie Mellon University	Pittsburgh, PA
Unity 3d Developer	Jan 2024 – May 2024
<ul style="list-style-type: none">Addressed and responded to the client's prompt to elevate personal spaces for GenZ through a self-contained "product" that transforms based on the vibes of their music using the Unity game engine.Developed a dynamic, audio-responsive experience where users can watch a changing world pass by, enhancing the emotional impact of their music, particularly focusing on the prevalent theme of sadness.Efficiently managed the entire implementation as the sole programmer, creating a scalable system that accommodates varying art assets from artists and designers while ensuring consistent and rich audio-visual interactions.Collaborated closely with a team of five designers to identify technical limitations, guide the integration of visual responses to audio, and enhance scene aesthetics through post-processing and parameter adjustments.	

- Engaged in continuous technical progress updates with the client, whose feedback consistently highlighted their surprise and satisfaction with the innovative ideas and successful outcomes.

Entertainment Technology Center, Carnegie Mellon University

Pittsburgh, PA

Programmer

Sep 2023 – Dec 2023

- Developed immersive virtual worlds using the Unity3D game engine, integrating with VR/AR platforms such as Quest 2 and creating customized controllers with Arduino.
- Collaborated with programmers, artists, and sound designers to design engaging and entertaining experiences across various teams.

Volunteer Experience

ACM SIGGRAPH 2024

Denver, CO

Student Volunteer

July 27, 2024 – Aug 1, 2024

Earth Celebrations (NGO)

New York, NY

Designing Project Intern

Sep 2022 – May 2023

- Published project updates on social media. Administered mailing lists and online platforms. Designed posters and edited videos using Photoshop and Premiere. Created marketing materials and graphics.

Honors & Awards

NYU Hackathon Health and Well-Being Track 1st Prize Winner Team

New York, NY

UX Designer

Feb 2022

- Designed an interactive app for people with food allergy.