

# Rachel Li

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## EDUCATION

### New York University, NYU, NY, USA

Expected graduation, May 2020

M.F.A. in Game Design

### New York University, NYU, NY, USA

May 2018

B.F.A. in Studio Art with a minor in Game Design

## ART PROJECTS

### Vampire Simulation— Experimental VR game

November 2017

Independent Project. Position: Level designer, 3D Modeler.

Video demonstration at: <https://youtu.be/m08IBF76b6Q>

### Red Yellow Blue— Interactive Immersive Installation

May 2018

Exhibited in Commons Gallery at NYU.

Video Preview at: <https://youtu.be/JXMS4xnuvCk>

### R.E.D— Interactive Installation

September 2017

Exhibited in Rosenberg Gallery at NYU.

Video Preview at: <https://youtu.be/EqHHJt-6OA4>

## WORK EXPERIENCE

### Artist Assistant/Collaborator

JUNE 2018 - AUGUST 2018

-Collaborated with video and animation artist Peter Burr to work on the video game adaption of his video installation *Dirtscrapper*.

-Conducted research on thematic concepts and gameplay experiences

-Designed game map and levels and built prototypes with probuilder and terrain editor

-Built character movements scripts and camera system in Unity

### iDreamSky, Shenzhen — graphic design Internship

JUNE 2017 - AUGUST 2017

-Designed logo for games

-Designed App icon for a live broadcast app

-Designed Concept Art for mascot in a card game -

Designed Promotion page for in-game event

### Tencent Technology, Shenzhen — Internship

APRIL 2014 - JUNE 2014

-Studied and designed character skins for the game *The League of Legends*

## EXHIBITIONS

2018 **BFA Thesis Exhibition:**  
**ENTER SANDBOX,**

Commons Gallery and  
Rosenberg Gallery, New  
York University, New  
York, NY

2017 **Three-person exhibition:**  
**R.E.D.,** Rosenberg Gallery,  
New York University,  
New York, NY

## AWARDS

2018 **Global Game Jam 2018 at**  
**New York: The Best TrainWreck**

2014 **Express Steinhardt!**  
**Convocation**  
**Contest**  
**Best Artwork**

## SKILLS

Design: Microsoft Office, Adobe  
Photoshop, Illustrator,  
InDesign, Unreal Engine 4

Video: Aftereffects, Flash, Corel  
VideoStudio

3D: Blender, Probuilder, Rhino,  
Meshmixer, Photoshop 3D

Programming: Unity, Processing,  
A-frame, Arduino.

## LANGUAGES

English, Mandarin Chinese,  
Cantonese Chinese(Basic)