

YUN LI

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WORK

Dassault Systemes Solidworks Corporation (Waltham, MA)

UX Prototyper Contractor Jan. 2018 - Present

Defining different interaction topics, then brainstorm -> sketch/design -> create 1~2 prototypes with Unity -> invite the rest of the team to test out the concepts each week. Currently targeting AR/VR platform.

American Museum of Natural History (NYC, NY)

Creative Technologist Intern Sept. 2017 - Dec. 2017

Created a gesture-based installation for a fly-through experience that allows users to explore the visualized universe data from the Digital Universe Database using their body movement, captured via Kinect.

Medivis (NYC, NY)

UX Designer Intern July 2017 - Oct. 2017

Led the UX design of the mobile AR version of MedVis' anatomy education application, from discovery, through to user research, design, prototyping, and to product release.

Assisted the lead designer to design and prototype interface concepts for its HoloLens applications, one targeted towards radiologists for use with MRI data, and the other towards anatomy education.

ISOBAR (NYC, NY)

Creative Technologist Intern Summer 2016

Collaborated with designers to build VR room-scale experience for Wyndham Hotels, for the purpose of promotion at various locations. Researched and experimented with new capture methodologies.

Tencent (Beijing, China)

Graphics Editor Intern Spring 2014

Worked with photojournalists to develop visual stories on trending topics. Designed various types of online collateral, including web pages, banners, etc.

PROJECTS

Microsoft Design Expo 2017 (NYC, NY)

UX Designer Spring 2017

Designed and prototyped mixed reality application on HoloLens helping people with dementia receive cognitive training assisting in delaying the advancement of their dementia. Conducted research with family members of those with dementia and a professor from NYU Alzheimer's Disease Center

NASA JPL + NYU Design Workshop (NYC, NY)

UX Designer Fall 2016

Designed user interface enabling users to navigate CAD file hierarchy in mixed reality HoloLens for use by the mechanical engineer at NASA. Conducted usability testing with robotics teams students due to limited access to senior team members. Communicated the design to NASA JPL ProtoSpace team.

EDUCATION

New York University

Sept. 2015 - May 2017

M.P.S., Interactive Telecommunications Program

Wuhan University (Wuhan, China)

Sept. 2011 - June 2015

B.A., Communications

PROFICIENCIES

Adobe Suite

Photoshop, Illustrator, Premiere, After Effects

3D Modeling

Blender, Fuse, Maya

VR / AR

Unity, Unreal, Motion Capture

Programming

HTML, CSS, JavaScript, Python, C#

EXHIBITIONS

HAMSA

Exploring Future Reality,
Viacom & NYC Media Lab (2016)

The Reality, Virtually,
MIT Media Lab Hackathon (2016)

Robot Rooms

NYC Creative Tech Week (2016)

AWARDS

IDEO Colab January Fellowship

Selected from 1000+ applicants (2017)

Bronze Calf Award

Times Young Creative Awards
for Commercial Film Technology, China (2014)

Silver Award

College Students Advertising
Art Festival, China (2014)

National First Prize Scholarship

Awarded annually to top 1% of students in China
(2014)