RACHEL LI

rachelqxl.space

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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

Double R.— *First-Person PC game*
MAY 2019
Double R. is a Walking Simulator game that attempts to capture the awkwardness and social anxieties introverts often encounter in their lives.
Game Available at: https://double-r.itch.io/doubler

Red Yellow Blue— *Interactive Immersive Installation*
MAY 2018
Exhibited in Commons Gallery at NYU
Video Preview at: https://youtu.be/JXMS4xnuvCk

Vampire Simulation— *Experimental VR game*
NOVEMBER 2017
Independent Project. Position: Level designer, 3D Modeler
Video demonstration at: https://youtu.be/m08IBF76b6Q

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 *Dirtscraper*
Conducted research on thematic concepts and gameplay experiences
Designed game levels and built prototypes with Probuilder and terrain editor
Built character controllers 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

2019 **Global Game Jam 2019 at New York**
Audience Choice Award—Winner
Best Game Design—Nominee
Best Overall Game —Nominee

2018 **Global Game Jam 2018 at New York**
The Best Train Wreck—Winner

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

SKILLS

Game Development
Unity, Processing, A-frame
Design
Adobe Photoshop, Illustrator, InDesign
Video Editing
After Effects, Flash, Corel VideoStudio
3D Modeling
Blender, Rhino, Meshmixer, Photoshop 3D

LANGUAGES

English
Mandarin Chinese
Cantonese Chinese(Basic)