# LI
# Senior AR/VR Developer

## SUMMARY

- Experienced 3d designer focusing on creating stunning 3d scenes and hard surface props. I have also developed a strong passion for VR development using Unreal Engine. - Upper-Intermediate English. - Available ASAP

## TECHNICAL SKILLS

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|---|---|
| **Main Technical Skills** | Blender 3D |
| **UI/UX/Wireframing** | Adobe Photoshop, Affinity, Touchdesigner |
| **Other Technical Skills** | DaVinci resolve, Marmoset, Premiere, Substance painter, Unreal Engine |

## EXPERIENCE

### MY TOKEN SPACE - Senior

2021 -2022 present
**Responsibilities:**

- Develop new interactive features in the product
- Optimize the scene of VR mode in ue

### MY TOKEN SPACE

2021 -2021
**Responsibilities:**

- Post-editing company's promotional video
- Make and design 3D models required by companies
- Complete the construction of the scene in UE
- Develop VR in UE and make user interface of VR

### Rhino Culture Film and Television Company, POST-PRODUCTION

2017 - 2017
**Responsibilities:**

- Post-processing of captured footage
- Assist in the production of variety shows

## EDUCATION

**Accademia di belle arti di brera, Nuove Tecnologie dell'Arte Indirizzo Arti Multimediali delle Reti Net-Art**2019 - 2021

**La Società Dante Alighieri, Italian language courses**2018 - 2019

**Shanghai International Studies University, Digital Media Arts**2013 - 2017