

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

