

Dan Li

Game Designer

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Specialties

Unreal Engine 4, Unity, Scripting, Maya, 3ds MAX. Substance Painter, Photoshop, After Effects, Adobe XD

Education

Master | *Aug 2018 – May 2020* | Academy of Art University

- Major: MA Game Development
- Minor: Game Design

Bachelor | *Sep 2012 - June 2016* | Beijing Normal University, Zhuhai

- Major: BFA Digital Media Technology
- Minor: Interaction Design

Experience

Game Designer | Game Pitch of Academy of art university | March 2019 - present

- Work as a game designer in the Hickory team. Design level, puzzle, game mechanics, Scripting

UX Designer | Beijing Legendtech Co. Ltd. | April 2018 – August 2018

- Design UI elements for VR/AR games. Create wireframes, user flows, and prototypes.

Designer | Shanghai Focus Media Beijing Branch | Sep. 2016 – January 2017

- Assist the manager to design advertisement. Design UI and motion graphics for promotional videos.

Minister of Network Department Student Union | Beijing Normal University, Zhuhai | 2015

- Took charge of updating network information for college activities and distributed tasks to individuals. Established the network studio to make websites, videos and photography.

President of OTAKU Animation Club | Beijing Normal University, Zhuhai | 2015

- Directed the club participation in animation cartoon exhibitions. Organized animation-themed activities with other universities.

Awards & Honors

- Game Design, Prototype Winner for "Robix" of Academy of Art University Spring Show | 2020
- Certificate of Multimedia Designer in China | 2016
- Qualification of Intermediate Software Engineer in China | 2015
- The head of the excellent Association of Beijing Normal University, Zhuhai | 2015
- Certificate of honor Beijing Normal University, Zhuhai website interface design and layout | 2013