

Zijian (Alex) Li

✉ zijianli16@gmail.com

☎ 949-316-5761

🌐 alexli.site

in zijianli16

Languages

English (Fluent)
Mandarin (Native)

Major Skills

• **XR Development**
Unity + C#

+ Vuforia AR SDK
+ Magic Leap Lumin OS

+ Microsoft MR Toolkit
Autodesk Maya
ZBrush

Substance Painter
Snapchat Lens Studio
Blender

• **VR/360 Videography**
Adobe Premiere
Photoshop
After Effects

• **Photogrammetry**
Reality Capture
DSLR

• **Aerial Videography**
Certificated Drone Pilot

• **Web Development**
HTML + CSS

• **Videography**
Adobe Premiere
Final Cut Pro
Adobe Audition

Education

M.A. candidate for Specialized
Journalism,
emphasis in Immersive Tech-
nology
GPA: 3.76/4.00

Univ of Southern California
Bachelor of Journalism in
Convergence Journalism,
emphasis in Emerging Media
GPA: 3.69/4.00

Cum Laude Honor Graduate
Missouri School of Journalism
Bachelor of Arts,
emphasis in New Media
GPA: 3.30/4.00

Communication Univ of China

XR Experience

GEARS MR Project Research Assistant, USC, Los Angeles, CA Aug. 2018 – May 2019

- Collaborated with Microsoft MR Academic to develop a program for visualizing molecular structures in a Mixed Reality environment using Unity 3D
- Worked in a team to accomplish multi-player functionality, allowing players to synchronize motion, position, and scale of massive molecules
- Composed a paper about the project, which may be published

VR/360 Reporter at JOVRNALISM, USC, Los Angeles, CA Aug. 2018 – present

- Created a series of 360-degree videos about individuals experiencing homelessness in Los Angeles. Selected stories were featured on Al Jazeera Contrast
- Created a 3D model of a tent and a shopping cart using photogrammetry. Users can interact with the models through audio hotspots created in Snapchat Lens Studio, enabling them to gain a deeper understanding of the challenges faced by the homeless
- Experimented with various applications in Magic Leap One and became an Augmented Reality developer

Immersive Animation Creator, USC, Los Angeles, CA Aug. 2018 – Dec. 2018

- Created a VR animation around the notion of “What is a life?” using Maya, After Effects and Premiere
- Mastered the workflow of creating VR animations, from conceptualization to storyboarding, and execution
- Learned how to add Visual Effects to live-action 360-degree video

VR Technology Assistant, StoryUp, Columbia, Missouri Aug. 2017 – Dec. 2017

- Became the first intern of the XR startup by communicating with the CEO
- Learned how to operate various professional editing software and filming equipment by working with colleagues
- Tested and wrote workflow guides of new products, one of which has been published on a website called immersive shooter

VR/360 Freelancer, Washington, D.C. June 2017 – Aug. 2017

- Filmed the 2017 Capital Pride Parade and produced a 360-degree video within a day, gaining more than 15 thousand views online
- Created a comprehensive interactive virtual tour of the National Mall, allowing viewers to immerse themselves in the history of the National Mall
- Participated in various VR conferences and seminars, obtaining and sharing the latest expertise with people of similar interests

Work Experience

Creative Technologist, Los Angeles Times, El Segundo Summer 2019

- Produced first AR project for Los Angeles Times by using Photogrammetry, 3D Reconstruction skills
- Created 3D animation for Stereo 180 VR Video
- Used drone photogrammetry skill to reconstruct 3D models of buildings

Associate Producer, CCTV-America, Washington, D.C. Summer 2017

- Wrote and organized scripts of five live shows for anchors
- Pitched trending topics within social media to producers
- Communicated with counterparts at the headquarter in Beijing by translating major information of programs and shared videos for rebroadcasting

Video Assistant, CCTV-10, Beijing, China Summer 2015

- Filmed, interviewed and produced a TV program with editors at The Light of Science and Technology, which broadcast as a summer featured story to nationwide