Rick Li – Curriculum Vitae

Contact

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Education

Industrial Design Major, Brooklyn Technical High School (2013-2017)

Media Study Major, University at Buffalo (2017 – 2021)

Management Minor, University at Buffalo (2017 – 2021)

Employment history / Experience

Receptionist and File clerk – JS Homecare Agency of NY (2017 – 2019)

Volunteer community service

   Red Cross (2014 – 2017)

   Key Club (2014 – 2017)

Volunteer teaching assistant:

   Athena Scholars (2016 – 2017)

   Angel Advantage Center (2012 – 2013)

Volunteer assistant and editor – BRAVO Brooklyn Asian Voice Organization (2014)

Industrial Design, Engineering, and Physical Computing Projects

"Circuit Playground Game Controller" (2021)

A Physical Computing project using Adafruit Circuit Playground Board, Arduino coding software, and cardboard. Shaping the cardboard into a handheld gaming controller with functioning D-pad and action buttons, it's used to control and direct an Arduino texted-based game, with light and sound indicators, walking around a limited grid space and displaying narrative texts.

"Engineering Boat" (2017)

Group engineering project, made out of wood and provided electronic materials, designed to make it to the end of a water track, adjusting the size, materials and weight when needed, Grand Challenges for Engineering course.

"2 Bros Bathroom" *(2017)*

Digital project made with Autodesk Inventor, designed to be a set of innovative bathroom products.

"Action Toy Space Figure" (2017)

Digital project made with Autodesk Inventor, designed to be a creative toy product.

"Orca Rocking Chair" (2017)

Group flat-pack furniture project, made of assembled wooden slabs using machine tools and paint, designed to be assembled without using nails or tools.

Exhibited in the main lobby at Brooklyn Technical High School and used as a prop/seat in multiple classrooms.

"Desktop Organizer" (2016 – 2017)

Group woodshop project, made from wood and 3D printed parts using machine tools and 3D printer, designed to hold desktop content and free up space.

Exhibited in the main lobby at Brooklyn Technical High School.

Project Presentations

"Forest 404: Themes and Representations" (2020)

Group project listening to and analyzing the eco-thriller story Forest 404 Podcast from BBC Radio 4, Electronic Literature course, presented on Google Slides.

"DMS 417 About Me" (2020)

Presentation describing my education, past creative works and outside experience, Participatory Media Art course, presented on PowerPoint.

"DMS 417 Gaming Group" (2020)

A class takeover group presentation going over connection, diversity, inclusion and gender representation in video games and gaming communities, Participatory Media Art course, presented on Google Slides.

"Manager Interview" (2020)

Formal group presentation going over our interview with Lanny Chen, administrator and CEO of JS Homecare Agency of NY, covering what's it like being a manager and running an organization, Organizational Behavior and Administration course, presented on Google Slides.

"Marketing Plan: 3D Catalog" (2020)

Formal group presentation going over marketing plans for a made-up product called 3D Catalog, a mobile device camera application that uses augmented reality to scan, position, and measure products before purchasing, Principles of Marketing course, presented on Google Slides.

Video Projects

"DMS 448 Research Project" (2021)

Video essay and analysis of the game Destiny 2 by Bungie, going over how the game evolves and changes the looter shooter genre as well as turning into a massively multiplayer online game, Games Gender and Culture course, recorded with Audacity and edited on Adobe Premiere Pro.

"MGQ Project 3: The Buffalo News" (2021)

Online video group project, an entertaining skit about a Buffalo news station, teaching viewers how to solve Excel statistical problems with made up information, Statistical Decisions in Management course, recorded with Zoom and edited on Adobe Premiere Pro.

"MGQ Project 2: Are You Smarter than a College Student" (2021)

Online video group project, an entertaining skit inspired by the gameshow "Are You Smarter than a 5th Grader", teaching viewers how to solve Excel statistical problems through trivia and a prize system, Statistical Decisions in Management course, recorded with Zoom and edited on Adobe Premiere Pro.

"Final Project: Exploring Buffalo" (2018)

Video documentary/vlog project focusing on my exploration around UB campus and Buffalo City, filmed with Canon XA10, Basic Video course, edited on Adobe Premiere Pro.

"Exquisite Corpse Project" (2018)

Short video that connects to a larger and collaborated class film project, where all students are given prompts and had to film it in their own interpretations, filmed with Canon XA10, Basic Video course, edited on Adobe Premiere Pro.

"Found Footage Project" (2018)

Basic video project using and combining old footage found in online archives, Basic Video course, edited on Adobe Premiere Pro.

"Portrait Documentary: Reunited" (2017)

Video documentary project about two families reuniting after migrating to America, filmed with Canon XA10, Basic Documentary course, edited on iMovie.

"Basic Documentary: Buddha Camp" (2017)

Video documentary project focusing on my brothers' experiences at a Buddha camp, what they learned and valued, Basic Documentary course, edited on iMovie.

Digital Game and Narrative Projects

"DMS 448 Creative Project" (2021)

A role-playing, tile-based game made with RPG Maker MZ, focuses on an adventure/sci-fi theme with a space war plot following a group of elite soldiers, Games Gender and Culture course, designer and writer.

"Twilight's Valley" (2020)

Text-based fictional narrative made with Twine focusing on mystery/horror, a continuation of *Worthy Blood*), Electronic Literature course, designer and writer.

"Worthy Blood" (2020)

Text-based fictional narrative made with Twine focusing on mystery/horror themes, Electronic Literature course, designer and writer.

"Just Like Old Times" (2020)

Text-based narrative made with Twine focusing on nostalgia and being stuck in the past, Game Design course, designer and writer.

"Online Trolling and Harassment in Video Games" (2020)

Text-based narrative made with Twine about harassment and toxicity scenarios from online videogame genres, Game Design course, writer.

"Secrets of Lebam Rapids: Part 1" (2020)

Text-based fictional narrative made with Twine focusing on mystery/fantasy themes, Game Design course, designer and writer.

"Pillar of Autumn Remake" (2019)

Digital remake of the level Pillar of Autumn in *Halo: Combat Evolved (2001)*, made with Blender and Unity, Game and Animation Workshop course, designer and animator.

"Digital Art, Patterns, and Sprite Games" (2019)

Digital art projects made by coding in Brackets, focusing on making websites, playing with visuals and patterns, and making sprite games, Programming for Digital Arts course, programmer.

"Project: Odin" (2018)

Written fictional narrative focusing on sci-fi and mystery, Intro to Writing Poetry/Fiction course, writer.

Skills

Adobe Illustrator

Adobe Premiere Pro

Adobe Photoshop

iMovie

Autodesk Inventor

Unity Game Engine

Blender

Twine (software)