

3D ARTIST

CAROLINE LI

CONTACT

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 <https://www.carolineli.com/>

EDUCATION

Undergraduate

University of Rochester

Fall 2022 - Present

Double majoring in Digital Media Studies and Japanese

GPA 3.97

SKILLS

Blender - 3D modeling, animation, texturing, rigging, sculpting, physics stimulation, particle system

Adobe Suite - Photoshop, Illustrator, Premiere Pro, InDesign

Other skills: Creo Parametric, Figma, Python Programming, Logic Pro, Avid Pro Tools

LANGUAGES

English: proficient

Chinese: proficient

Japanese: advanced

EXPERIENCES

XR Specialist

Studio X - University of Rochester

April 2025 - Present

- Produced a library of 20+ optimized 3D assets (modeling, texturing, animation) for a collaborative VR escape room project
- Managed VR equipment for university workshops, troubleshooting technical difficulties and teaching safety protocols
- Advised patrons on various equipment, software capabilities, and space opportunities

3D Artist & Art Director

Moonkube Studio

February 2024 - Present

- Co-founded Moonkube Studio as the art director
- Executed 3D production pipeline, from 2D concept art to rigged and animated characters and immersive game environments
- Designed the studio's complete visual identity including logos and branding

Promotional Coordinator

No Jackets Required International Ensemble

August 2025 - Present

- Managed social media account and increased Instagram followers by 17%
- Established a new brand identity and logo system
- Produced engaging promotional graphics and content with an average of 400+ views

AWARDS

Tom Hope Memorial Media Scholars

April 2025

Rochester Association for Film Arts & Sciences

- Team represented University of Rochester, awarded for outstanding media production with the game Saint or Aint

PORTFOLIO

Website: <https://www.carolineli.com/>

Youtube: <https://www.youtube.com/@lic6233>