If you're reading this CV, it is already out of date. Bo Li keeps working hard and new projects are on the way. For the latest, visit bolisound.com or contact him directly.

BO LI

Sound Artist

Artist Website: www.bolisound.com
IMDb: https://www.imdb.com/name/nm9777764/
Email: bolisound@outlook.com

EDUCATION

2017 – 2020 **MFA in Sound Design**, School of Theater, California Institute of the Arts (3 Years Full Scholarship), USA

2012 – 2016 **BFA in Recording Art**, School of Music, Guangxi Arts University, China

ACADEMIC APPOINTMENT

2026 – Present **Visiting Artist**, Time-Based Media Program, School of Arts, Carnegie Mellon University, Pittsburgh, USA

2025 – 2026 **Assistant Professor (Tenure-Track),** Music Industry (Audio Engineering and Sound Production), Jacobs School of Music, Indiana University Bloomington, Bloomington, Indiana, USA

2022 – 2025 **Clinical Assistant Professor (Career-Track),** Animation, School of Art, Herberger Institute for Design and the Arts, Arizona State University, Tempe, Arizona, USA

PROFESSIONAL EXPERIENCE

2026 – Present **Besimple AI –** Audio Lead Quality Assurance, work for varies projects requirements for training advance audio AI model

2026 – Present **Micro1 –** Audio AI Expert in Human Data, work as an audio expert for AI labeling

2023 – Present **Hong Kong Soul Studio Music Production** - Sound Designer, work as a sound designer for Game or Game Trailer, our clients include the top 10 Game companies, such as Tencent, Electronic Arts, etc.

2022 – 2023 **Earsup Sound Design** - Sound Designer, work as a sound designer for the largest aquarium in the world located in Abu Dhabi, designing audio content for 8 360-degree full immersive realms

2012 – Present **bolisound** - Sound Designer, primarily focuses on the creation of audio content for award-winning live-action films and animation. The contributions to these projects have led to their distribution on prominent platforms, including Apple TV, Amazon, iTunes, and theatrical releases

OTHER TEACHING EXPERIENCE

2023 – Present **Best Fit Education** - Sound Class Tutor, provided one-on-one guidance to individual students for portfolio development, with a specialized focus on film sound design

2022 – Present **Amazing Arts Education** - Sound Class Tutor, assisted individual students in portfolio development, specifically emphasizing theater sound design

I. RESEARCH

AWARDS / HONORS

2025 **Excellence Award in Spatial Audio Original Music – International Electronic Music Competition** – Shanghai Electronic Music Association, CN

2025 **Finalist Award in Spatial Audio Mixing – International Electronic Music Competition** – Shanghai Electronic Music Association, CN

2021 **Gold Medal – Student Academy Award** – Academy of Motion Picture Arts and Sciences, USA

2021 **Awarded in Audio Technology - Chunhui Crystal Cup** - Ministry of Education of the People's Republic of China

2022 **Gold Statue Award - Denny Award** - Denver International Festival of Arts & Technology Acoustic Electronic Music, USA /CN

2022 **Nomination - IEMC International Electronic Competition** - IEMC, China

2020 **First Place in Animation** + $50k award - RODE Microphone - RODE Short Film Competition

2019 **Third Prize - Berlin International Sound Design Competition** - BIFSC, German

2019 **Silver Award - Sound Academy Award** - in Music - China Society of Motion Picture and - Television Engineers, China

2019 **Bronze Award - Sound Academy Award** - in Music - China Society of Motion Picture and Television Engineers, China

2019 **Bronze Award - Sound Academy Award** - in Sound - China Society of Motion Picture and Television Engineers, China

2019 **Second Prize - Beijing International Electronic Music Festival (Musicacoustica**) - Central Conservatory of Music, China

2019 **Nomination - Best Sound Editing/ Mixing** - International Sound & Film Music Festival (ISFMF) - International Sound & Film Music Festival, Croatia

2019 **Best Sound Design - Independent Shorts Awards** - Independent Shorts Awards, USA

2019 **Best Sound Design Award - Los Angeles Film Awards** - Los Angeles Film Festival, USA

2019 **Best Sound Design Award - Top Shorts Best Sound Design** - Top Short Film Festival, USA

GRANTS

2026 **The NAMM Foundation - CMS Faculty Fellows Award** –
$500.00 The NAMM Foundation-CMS

2025 **AI Learning Group Participant Stipend** –
$TBD Indiana University Jacobs School of Music

2025 **Arizona State University Faculty Research Fund** –
$5000.00 Arizona State University, Herberger Institute for Design and the Arts

2025 **Arizona State University Design and Arts Corps** –
$500.00 Arizona State University, Herberger Institute for Design and the Arts

2022 **Arizona State University Faculty Professional Development Fund** –
$1500.00 Arizona State University, Herberger Institute for Design and the Arts, Art School

2017 - 2020 **Lillian Disney Scholarship** - $120,000.00 3 years Full Scholarship, MFA Sound Design, California Institute of the Arts

PROJECT EXPERIENCE

Sound Design for Animation, Film, Advertisement, Documentary (Moving Image)

2026 **Guilty of Romance** – AI Animation - Sound Supervisor

2026 **Accident** – Short Film - Sound Supervisor

2026 **DongGuCheon** – Animation - Sound Supervisor

2025 **A Tooth Fairy Tale** - Feature Film – Sound Effects Editor - Theatrical release

2025 **Golden Years - Short Film** - Film - Sound Supervisor

2024 **Until We Meet Again** - AI Animation (K-Ling KuaiShou Technology) - Sound Supervisor

2024 **Whisper of Color** - AI Animation - AI Sound, Sound Supervisor, 540k view in Sina Weibo

2024 **Winged** - AI Animation - AI Sound, Sound Supervisor

2023 **Buddha's Handbook** - AI Sound Design - Sound Designer

AI generated sound effects for Moving Image in 2022, the project is composed with full AI technology, for example, AudioLDM, AudioSep, etc.

2023 **Echoes** - Feature Film - Sound Supervisor, Sound Designer

2023 **Meet me in the Middle** - Documentary - Sound Supervisor, Sound Designer

2023 **Electronic Arts Command & Conquer Legions** - Advertisement - Sound Designer

2023 **Tencent Game of Peace** - Advertisement - Sound Designer

2023 **Egghead & Twinkie** - Feature Film - Sound Supervisor, Sound Designer

7.6 in IMDb, 2023 Winner - Cinequest Film Festival (Oscar qualifying) - Best Feature Comedy - Best Film; 2023 Winner - Florida Film Festival - Audience Award - Best Narrative Feature; Nomination includes: Cleveland International Film Festival - Local Heroes Competition; Florida Film Festival - Best Narrative Feature; Seattle International Film Festival - New American Cinema Competition; Seattle International Film Festival - Gold Space Needle Award; Seattle International Film Festival - Youth Jury Prize for Best Futurewave Feature, etc.

2022 **Into the Wild** - TV Show - Sound Designer for ep 13-16

Streaming platform local TV channel ViuTV HongKong, OTT LiTV, Taiwan

2022 **Orange in the Bowl** - Animation Short - Sound Designer

2022 **Spell Me Out** - Documentary - Sound Supervisor, Sound Designer

Streaming platform Amazon, and San Francisco local TV channel UChannel

2021 **Unforgotten** - Short Animation - Sound Supervisor, Sound Designer

48th Student Academy Award (Oscar) Gold Medal in Animation Category

2021 **Air Walker** - Animation - Sound Editor

2021 **dAwn** - Short Film - Sound Designer

2022 Winner Best Proof of Concept – Care Awards, 2022 Winner Best Action Film – Indie Night Film Festival, Premier in TCL Chinese Theater

2021 **Folding In** - Short Film - Sound Designer

2021 **Juice Pharmacy Bipolar Disorder Ad** - advertisement - Sound Designer

Contracted with SYN World agency in Japan

2020 **The Absence Memory** - Documentary - Sound Supervisor, Sound Designer, Composer

2 wins & 7 nominations in film festival

2020 **Intco Medical Company Ad** - Advertisement - Sound Designer

2020 **Ryan Gosling** - Short Film - Sound Designer

2020 **Moon Watcher** - Short Film - Sound Designer, Sound Editor

2020 **Parallel Universe** - Film - Sound Designer

2020 **The Forbidden Zone** - Stop Motion Animation -Sound Designer

2019 **Obscure** - Feature Film - Recordist

2019 **MOLD** - Experimental Animation - Sound Designer & Composer

19 official selection, 34th International Short Film Festival Berlin, Berlin, Germany. Annecy International Animated Film Festival, Annecy, France. International Sound & Film Music Festival (ISFMF), Romania

2019 **Sour** - Short Film - Sound Designer, Sound Editor, Sound Mixer
2018 **Rush to the Night -** Short Film - Sound Supervisor, Sound Designer
2018 **Dog Tag** - Short Film - Sound Editor, Sound Mixer
2018 **At Last** - Short Film - Sound Supervisor, Sound Designer
2017 **Testament** - Feature Film - Sound Supervisor
Streaming platform includes Apple TV, iTunes, Amazon, etc.

Music Recording, Composition

2026 **Guilty of Romance** – AI Animation – ADR Recordist
2025 - 2026 **VR Shawn's Voyage -** ADR Recordist & Music Composer, Arizona State University & Clarkson University
2025 **(Hide due to NDA)** – Experimental Film – Recordist
2020 **The Absence Memory** - Documentary - Composer
2019 **MOLD** - Experimental Animation - Composer
2018 **China National Arts Fund & CAFA-Intangible Cultural Heritage Project** - National Art Project - Assistant Sound Designer - Center Academy of Fine Arts, Beijing, China
2016 **China & ASEAN EXPO** - International Music Festival - Sound Crew - Nanning International Convention and Exhibition Center - Nanning, China

Theme Park and Theater Sound Design

2022 - 2023 **SeaWorld Abu Dhabi** - Theme Park – Sound Designer – Earsup Sound Design
World largest ocean theme park, in total of the 8,602 square meters (92,590 sq ft) facility, designing 8 full immersive realms
2020 **The Maid** - Theater Show - Sound Designer - Valencia, CA
2019 **Witch House: A Witches' Cabaret** - Theater Show - Sound Designer - Valencia, CA
2019 **Night Walk** - Theater Show - Sound Crew - Huntington Park, CA
2018 **Huangmen Yan** - Theater Show - Assistant Sound Designer - 2.7 Theater, Beijing, China, *Live on CCTV3 China*
2018 **Through the Leaves** - Theater Show-Sound Designer- Valencia, CA
2017 **Seagull** - Theater Show-Assistant Sound Designer - Valencia, CA

Interactive Media

2026 - 2027 **(NDA) Audio Product UI/UX Experience Designer** - In Progress
2024 - 2027 **Biometric Signals Driven AI-Enhanced Visual and Soundscapes for ADHD and Meditation** - In Progress
2025 - 2026 **VR Shawn's Voyage -** Sound Designer, Arizona State University & Clarkson University
2022 **Audior** - Sound Art - Programmer, Sound Designer - personal project
Full immersive audio visualizer
2019 **Orthoiso** - Video Game (Mobile) - Sound Designer - orthoiso.com

2018 **Peach Blossom** - Interactive Installation - Sound Designer - Walt Disney Modular Theater, Valencia, CA

PUBLIC PRESENTATIONS / ACTIVITIES

2026 Invited as **Visiting Artist** by Emory University Film and Media School, Topic: Sound Design for Film

2026 Invited as **Guest Speaker** by University of Massachusetts Amherst, Topic: Sound Design for Visual Media

2026 Invited as **Guest Host** for University of Edinburgh + AAE Sound Educational Online Conference

2026 Invited as **Guest Speaker** for Indiana University Media School KIX Lab + AI Algorhythm Showcase

2026 Invited as **Guest Speaker** for Indiana University Provoking conversation about AI, arts, and humanities - Conversation 3: *New AI work: What is different about current and future work?*

2025 Invited as **Guest Speaker** for Aristotle University of Thessaloniki. Topic: Sound for Visual Media + AI

2025 Invited as **Guest Speaker** for Carnegie Mellon University School of Arts. Topic: Sound for Moving Images

2025 Invited as **Presenter** for 2025 Theatrical Sound Designers and Composers Association (TSDCA) annual meeting. Topic: AI for Sound and Music

2025 Invited as **Guest Speaker** for Korea Advanced Institute of Science & Technology (KAIST), Daejeon. Topic: AI for future Sound and Music

2025 Invited by SORI as **Visiting Artist** for online discussion, AI Agent in music and sound

2025 Invited as **Honorary Alumni** for Shijiazhuang No.12 Art High School Public Speech

2025 Invited as **Jury member** for ASUCSSA Singer Competition

2025 **Host workshop** for HIDA Day, Topic: Future AI Singer

2025 Invited as **Guest Speaker** for online lecture: “Sound Design + AI” in University of CentralFlorida – School of Film

2024 Invited as in person **Guest Speaker** by Phoenix Animation EXPO Speaker Program, Topic: Sound and Music for Moving Images

2024 Invited as **participant** by Dolby laboratory online Research Session

2024 Invited as in person **participant** by AI LA Annual Meeting Private Event

2024 Invited as in person **Guest Speaker** by China Women’s University, Topic: Sound for Student Oscar Gold Medal Winning Film – “Unforgotten”

2024 Invited as **Visiting Researcher** for AI Sound, Sonic Vision Model at Shanghai University, Shanghai, China

2024 Invited as **Visiting Artist** for Immersive Format, Digital Media Technology Co. Ltd. Beijing, China

2024 Invited as **Visiting Artist** for Dolby Atmos Studio by PaiHua Media Culture Company, Beijing, China

2024 Invited as **participant** and funded by TSDCA for 2024 TSDCA Annual Event in New

York City

2024 **Host workshop** for HIDA Day, Topic: AI Music Composition Workflow

2024 Invited as **participant** by Reina Higashitani “Corky Lee Asian Pacifically Event” at Arizona State University

2023 **Meeting** with Saudi Arab audio community, Topic: Sound Editing

2023 Invited as **Visiting Researcher** by Soul Studio Hong Kong and DeepWave Taiwan, Topic: AI Sound Design

2022 Invited as **participant** by ASU AAPI Heritage Month Event: Chasing Cherry Blossoms

2022 Invited as **Guest Speaker** by AAE Education Group in China, Zoom Meeting, Topic: Sound Design

2022 **Translator** for Sound Universal Category System, Chinese translation

2022 Invited as **Guest Speaker** by PaiHua Culture Communication and Beijing Film Academy, Topic: Sound Design for “Unforgotten”

2022 Invited as **Guest Speaker** by Beijing LiangJie Culture Media Co., Ltd, Topic: Audio Experience for "Unforgotten"

MEMBERSHIPS AND CERTIFICATIONS

2026 AVID Pro Tools Certified Trainer

2024 Official Dolby Atmos Music Reference Studio

2024 Dante Level 1 Certification, 2nd Edition

2023 Wwise 101 Certificate, Audiokinetic

2020 Cinema Audio Society, CAS, USA

2020 Theatrical Sound Designers and Composers Association, TSDCA, USA

2019 Motion Picture Sound Editors, MPSE, USA

2019 China Society of Motion Picture and Television Engineers, CSMPTE, CN

INTERVIEWS / REVIEWS / CITATIONS

2026 Bold Journey Magazine – Meet Bo Li

2026 LA Voyage - Rising Stars: Meet Bo Li of Los Angeles

2023 Canvas Rebel – Meet Bo Li - – Article

2023 Best Fit Education – How to clone Anybody’s Voice – Article

2023 CalArts Alum – The creative team behind SeaWorld Abu Dhabi – Article

2022 LA Voyage Local Stories - Conversation with Bo Li - Article

2021 BIFSC - Sound Design Award - Article

2019 Shoutout LA - Meet Bo Li: Sound Designer & Composer - Article

2019 艺术大观 - 实验声音艺术家李博 - Hard Copy and Article

2018 CalArts Production - Through The Leaves - Article

2018 Freetitle.us - From 1942 to 2020 - Article

2018 Freetitle.us - Breath, Breath, Breath - Article

II. TEACHING

COURSES AND CURRICULUM DEVELOPMENT

2026 Fall **ART 60110 – Foundations: Time-Based Media (3 Credits)**

Co-Taught Sound component in 2025 Fall

Description: Foundations: Time Based Media introduces you to audio and video production software, equipment and techniques into your interdisciplinary studies in art. Projects explore the making and critiquing of moving-image and audio across a variety of contexts, and takes an active approach in learning how to produce your own new media work using both standard and experimental production techniques. You will build comprehension of related histories and theories; explore the meanings and consequences of ubiquitous broadcast and social media; and learn how to interrogate and wield media paradigms to challenge their influences in our lives

2026 Spring **MUS 102 – Audio Technique I (3 Credits)**

Taught in 2025 Spring

Description: Students will demonstrate proficiency in professional audio production by applying core audio processing techniques (EQ, compression, delay, and reverb), operating Pro Tools, utilizing studio equipment and microphones, managing analog and digital signal flow, employing editing and pitch/time correction tools, and integrating these skills collaboratively in group recording sessions.

2026 Spring **MUS 350 – Audio Engineering Seminar (1 Credit)**

Taught in 2025 Spring

Description: Students share their progress of projects related to sound or audio engineering and show interesting topics through presentation. Offering feedback to students' questions and presentations. Inviting guest lectures for advanced audio experience developing or design concepts.

2025 Fall **MUS 321 – Sound for Visual Media (3 Credits)**

Taught in 2025 Fall

Description: Sound Design for Moving Images is a studio-based class looking at the basics of designing sound for moving images. Technical topics covered include basic audio recording, foley effects, audio effects, voice recording, audio editing and audio restoration, music composition, and software used in post-production. Conceptual and creative topics covered include designing a sound score, mixing sound, and thinking about how sound impacts and integrates with animation. This class will also introduce the AI sound design and music composition workflow.

2025 Fall **MUS 350 – Audio Engineering Seminar (1 Credit)**

Taught in 2025 Fall

Description: Students share their progress of projects related to sound or audio engineering and show interesting topics through presentation. Offering feedback to students' questions and presentations. Inviting guest lectures for advanced audio experience developing or design concepts.

2025 Spring **ART 350 – Topic: Sound Design for Moving Images (Upper-Level)**

Taught in 2025 Spring

Description: Sound Design for Moving Images is a studio-based class looking at the basics of designing sound for moving images. Technical topics covered include basic audio recording, foley effects, audio effects, voice recording, audio editing and audio restoration, music composition, and software used in post-production. Conceptual and creative topics covered include designing a

sound score, mixing sound, and thinking about how sound impacts and integrates with animation. This class will also introduce the AI sound design and music composition workflow.

2024 Fall **AME 595 – Topic: Machine Learning and Media Art (Upper-Level)**
Taught in 2024 Fall, Co-Teaching
Description: Use AI to create film and arts.

2024 Fall **ART 350 – Topic: Sound Design for Moving Images (Upper-Level)**
Taught in 2024 Fall
Description: UGB 429 Sound Editing Lab/ UGB 302 Dolby Atmos Studio/ UGB 305 Immersive Audio Lab

2024 Spring **ART 394 – Topic: Sound Design for Moving Images (Upper-Level)**
Taught in 2024 Spring
Description: Sound Design for Moving Images is a studio-based class looking at the basics of designing sound for moving images. Technical topics covered include basic audio recording, foley effects, audio effects, voice recording, audio editing and audio restoration, music composition, and software used in post-production. Conceptual and creative topics covered include designing a sound score, mixing sound, and thinking about how sound impacts and integrates with animation. This class will also introduce the AI sound design and music composition workflow.

2023 Fall **ART 394 – Topic: Sound for Animation (Upper-Level)**
Taught in 2023 Fall
Description: Refer as 2024 Spring ART 394 – Topic: Sound for Moving Image (Upper-Level)

2023 Fall **ART 461 Animation Capstone I (Upper-Level)**
Taught in 2023 Fall, Co-Teaching
Description: Co-teaching Animation Capstone I, offering voice recording, AI music production, Atmos mixing and tour for MIX center. Assist student with audio-related questions. Share AI audio production workflow, including music composition, audio restoration.

2023 Spring **ART 394 Topic: Sound for Animation (Upper-Level)**
Taught in 2023 Spring
Description: Refer as 2024 Spring ART 394 – Topic: Sound for Moving Image (Upper-Level)

2023 Spring **ART 461 Animation Capstone II (Upper-Level)**
Taught in 2023 Spring, Co-Teaching
Description: Refer as 2023 Fall ART 461 Animation Capstone I (Upper-Level)

2022 Fall **ART 394 Topic: Sound for Animation (Upper-Level)**
Taught in 2022 Fall
Description: Refer as 2024 Spring ART 394 – Topic: Sound for Moving Image (Upper-Level)

2022 Fall **ART 461 Animation Capstone I (Upper-Level)**
Taught in 2022 Fall, Co-Teaching
Description: Refer as 2023 Fall ART 461 Animation Capstone I (Upper-Level)

ADDITIONAL INTERNAL TEACHING (Credited)

MFA Student Final Thesis Defense Advisor
2025 Spring TianHao Cai

Barrett Honors Thesis/Creative Project
2023 Fall Ward Tess

Barrett Honors Thesis/Creative Project
2023 Spring Jae Joiner

ADDITIONAL INTERNAL TEACHING (Non-Credited)

2025 Spring Lecture for Topic: High School Student Research Club for AI Arts by Chukwunweike Chukwurah
2025 Spring East Asia String Instrument – Erhu Performance lecture for former ASU student James Heiskell
2024 Fall Conducted Guest Lecture Series Mihali Paleologou, Topic: “Music Composition for Moving Images”
2024 Fall Conducted Guest Lecture Series Alex & Shawn Lawson, Topic: “VR & XR with AI”
2024 Fall Conducted Guest Lecture Series Dong Jing, Topic: “Biometric and Emotional Data with AI”
2024 Fall Conducted Guest Lecture Series Shaoyu Su & Weidi Zhang, Topic: “Space Arts with AI”
2024 Fall Conducted Guest Lecture Series Sujin Kim & Sandro Del Rosario, Topic: “Visual Arts with AI”
2024 Spring Conducted Guest Artist Series Eddy Liu, Riot Game, Audio Lead, Game Audio Workflow
2024 Spring Invited as guest lecturer for University of Central Florida for Film Sound Class
2024 Spring Invited as co-teaching lecturer for Arizona State University - Art Media and Engineering School - Machine Learning for Media Arts
2023 Spring Guest Artist Series Eddy Liu, Riot Game, Audio Lead, Game Audio Workflow
2023 Spring Guest Artist Series Luke Gibleon, Emmy Award Sound Designer, Hollywood Film Audio Workflow
2023 Spring Lecture: “Animation + Music Collaboration” in Arizona State University - Music School

ADDITIONAL EXTERNAL TEACHING (Non-Credited)

Leading Mentor for Wenlun Zhang Music Education Portfolio
2027 Fall In progress.
Leading Mentor for Anan Hu’s Theater Sound Design Portfolio
2027 Fall In progress.
Leading Mentor for Zeya Li’s Film Sound Design Portfolio
2024 Spring Zeya Li Received MFA Sound Design program offer from Savannah College of Arts and Design.

Leading Mentor for Xiaorong Yi's Theater Sound Design Portfolio

2024 Spring Xiaorong Yi Received Full Scholarship from Boston University in MFA program Sound Design.

III. SERVICE

ACADEMIC

2026 Indiana University **GenAI Faculty Fellows**

2025-2027 Advising **System Designer**
Indiana University KIX **Emerging Technology** Lab Audio Infrastructure with 158 speaker system.

2024-2025 **Recording and Mixing Engineer** for All Animation Program Projects
Provided recording, basic mixing and post-production services for student projects, including recording voiceovers for animation and vocals for live-action productions. For total about 12 time-based media projects.

2023-2024 **Dolby Atmos System Designer**
Dolby Atmos system design for Arizona State University, School of Arts.
Help School of Art budget and planning the Dolby Atmos system, this including system draft; system design and implement all audio related equipment, calibration, system tuning, software. Showcase and demonstrate the studio and spatial audio demos to internal and external visiting artists and guests.

2023 **Animation + Sound Interdisciplinary Collaboration**
Help students in animation program to find sound focus students help in film school and improve the overall work quality.

2022 – Present **Interdisciplinary Collaboration with School of Music**
Help School of Arts to connect with desired program with music school and participate education workshop for music school students.

2022 – Present **Sound Class Tutor for Chinese Education Group (AAE, ACG)**
Assist students with audio or music related questions.

2021 **Visiting Sound Artist**
Visiting for two Sound Workshops in Animation Capstone Class, School of Art, Herberger Institute for Design and the Arts, Arizona State University 2021 Fall
Taught ASU Animation majors sound art and principles in sound pre-production and post-production for animation projects.

2018 **Assistant Sound Designer**
Center Academy of Fine Arts, China National Arts Fund & CAFA - Intangible Cultural Heritage Project, National Art Project, Beijing, China 2018 Summer
Created sound design for a National Art project of creative collaboration between film and theater.

2018 – 2020 **Student Intern**

The Office of Marketing & Communication, California Institute of the Arts
Made and managed an institutional website for Chinese international students where I wrote and posted articles to help international students' successful campus life and study in the USA

2017 – 2020 **Technical, School of Film at California Institute of the Arts**
general help for the school of film and assist film school students with their projects, recording, Pro Tools troubleshoots.

2017 – 2020 **Technical, School of Theater at California Institute of the Arts**
assist theater school productions, recording, audio system tunning, calibration.

PROFESSIONAL

Juror/Reviewer

2027 Beta Tester for (NDA)'s Microphone (Period Active)
2026 23rd Sound and Music Computing Conference Reviewer
2025 Distinguished Judge of 2025 Berlin International Sound Design Competition
2025 30th ISEA South Korea (International Symposium on Electronic Art) peer-reviewer
2025 Jury member of BlastOff Film Festival 2025
2024 Distinguished Judge of 2024 Berlin International Sound Design Competition
2024 Beta Tester for Dreamtonic Vocoflex (Period End)
2023 50th Student Academy Award Invited Guest
2023 Distinguished Judge of 2023 Berlin International Sound Design Competition
2023 Jury member of BlastOff Film Festival 2023
2023 Avid Pro Tools Beta Tester (Period End)
2022 Jury member of The Chinese Advertisement Gold Lion Award 2022
2022 Distinguished Judge of 2022 Berlin International Sound Design Competition
2022 Avid Pro Tools Beta Tester (Period End)