Bo Li



You can close your eyes but you can never close your ears

SOUND ARTIST

SOUND DESIGNER

EDUCATOR

A JOURNEY IN SEVEN ACTS

THE JOURNEY

In the beginning, before light or language, a single frequency awakens in the silent dark, waiting to be shaped and to spark the universe's first resonance

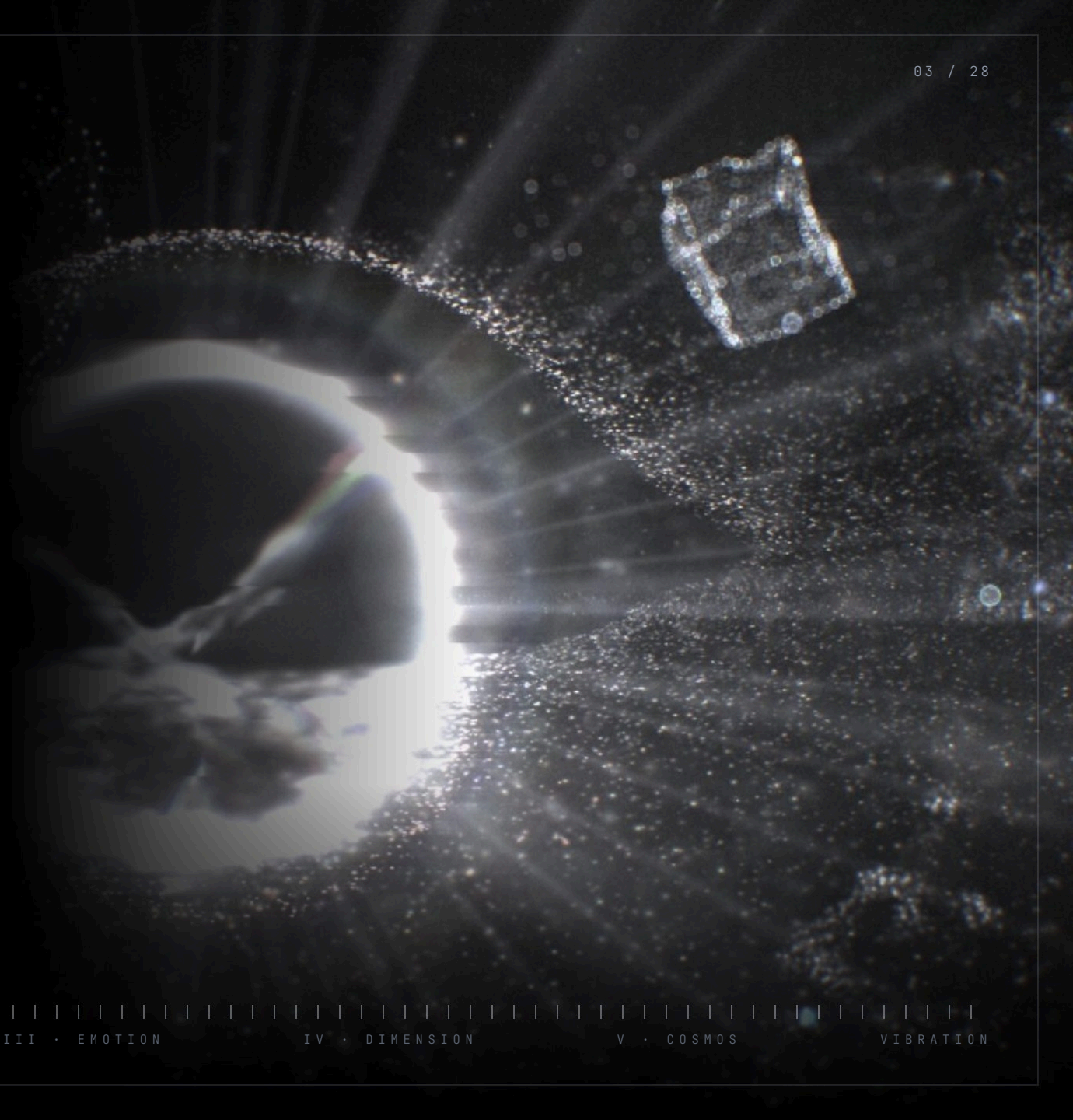
A journey in seven acts, from Awakening to Vibration: a single frequency wakes in the dark, breaks out of the mold, dives into the living ocean, finds its emotion in cinema, refracts through a spatial prism, reaches toward the cosmos and returns as shared resonance

01	PROLOGUE	AWAKENING	You can close your eyes but you can never close your ears
03	ACT I	TENSION	MOLD
05	ACT II	IMMERSION	SeaWorld Abu Dhabi
07	ACT III	EMOTION	Egghead & Twinkie · Unforgotten · Command & Conquer: Legions · ESCAPE · Until We Meet Again · IMDb · Cloud Roaming · Whisper of Color
16	ACT IV	DIMENSION	VR Brain's Voyage · Audior · Darkness Is Coming
20	ACT V	COSMOS	Sonic Identity · Synthetic Ecology · Robot Hardware · Immersive In-Car Audio
22	FINALE	VIBRATION	Works · Academia · Spatial lab · Honors · Let's eat hotpot!

ACT I

TENSION

Born into a cage of rigid rules and cold geometry, the wave discovers its own power, shattering the walls of the frame to plunge into boundless space



IN THIS ACT

MOLD









STILLS

MOLD

ACT I · TENSION

TAKE 01 / 01

MOLD

EXPERIMENTAL ANIMATION
SOUND DESIGN, MUSIC & SUPERVISION

SECOND PRIZE, BEIJING INTERNATIONAL ELECTRONIC MUSIC FESTIVAL · NOMINATION, BEST SOUND EDITING / MIXING, INTERNATIONAL SOUND & FILM MUSIC FESTIVAL

A figure struggles to break out of a cubic structure that freely transforms in shape and size and seems more alive than the human. The structure stands for the social mold: the invisible, unreasonable rules that oppress human freedom

01 19 official selections worldwide

BEIJING INT'L ELECTRONIC MUSIC FESTIVAL
SECOND PRIZE

INT'L SOUND & FILM MUSIC FESTIVAL
NOMINEE, BEST SOUND

19 FESTIVALS WORLDWIDE
OFFICIAL SELECTION

WATCH ON YOUTUBE ↗
youtube.com/watch?v=oiQgtrUOcfY

ACT II

IMMERSION

Freed from the cube, the wave plunges into the living ocean, no longer fighting space, but becoming the 360° breath of an entire ecosystem



IN THIS ACT

SEAWORLD ABU DHABI







ON SITE

SEAWORLD ABU DHABI

ACT II · IMMERSION

TAKE 01 / 01

SeaWorld Abu Dhabi

THEME PARK · 360° IMMERSIVE SOUND

SOUND DESIGN · WITH EARSUP, A THEA AWARD-WINNING TEAM

WORLD'S LARGEST AQUARIUM · 360° FULLY IMMERSIVE

The world's largest indoor marine-life theme park: 360° soundscapes for 8 immersive realms across 183,000 m²

DIVE INTO SEAWORLD ABU DHABI ↗

seaworldabudhabi.com

ACT III

EMOTION

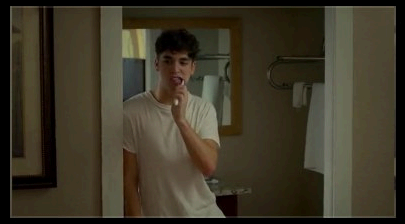
Rising from the abyss to the quiet horizon, the frequency discovers its highest purpose: holding the fragile weight of human memory, cinema, and love

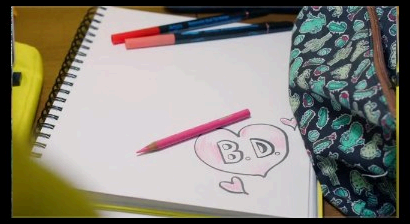
IN THIS ACT

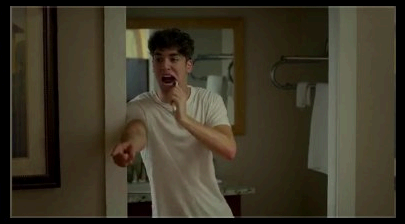
EGGHEAD & TWINKIE · UNFORGOTTEN · COMMAND & CONQUER: LEGIONS · ESCAPE · UNTIL WE MEET AGAIN · IMDB · CLOUD ROAMING · WHISPER OF COLOR











STILLS

EGGHEAD & TWINKIE

AUSTIN FILM FESTIVAL
JURY AWARD

FLORIDA FILM FESTIVAL
AUDIENCE AWARD

SEATTLE INT'L FILM FESTIVAL
GOLDEN SPACE NEEDLE

CINEQUEST
BEST COMEDY FEATURE

ACT III · EMOTION

TAKE 01 / 08

Egghead & Twinkie

FEATURE FILM

SOUND SUPERVISOR · RE-RECORDING MIXER · 5.1 MIXER

DISTRIBUTED BY TRIBECA FILMS

The first TikTok-crowdfunded feature film, winner of more than ten Best Feature and Audience Awards. I built its complete sonic architecture and theatrical mix: warmth, comedic energy and real spatial depth for every mile of this coming-of-age road trip

01	Austin Film Festival · Jury Award, Best Comedy Vanguard Feature
02	Florida Film Festival · Audience Award, Best Narrative Feature
03	Seattle International Film Festival · Golden Space Needle Audience Award, 3rd Runner-Up
04	Cinequest · Jury Award, Best Comedy Feature
05	Official Selection: TIFF Next Wave · BFI Flare · Outfest · Frameline

VISIT THE FILM ↗

eggheadandtwinkie.com









STILLS

UNFORGOTTEN

ACADEMY OF MOTION PICTURE ARTS AND SCIENCES

SHENZHEN INT'L FILM FESTIVAL
BEST ANIMATION DIRECTOR

ROCHESTER INT'L FILM FESTIVAL
BEST OF THE FEST

LONG STORY SHORTS INT'L FILM FESTIVAL
BEST ANIMATION

ACT III · EMOTION

TAKE 02 / 08

Unforgotten

ANIMATED SHORT

SOUND SUPERVISOR · SOUND DESIGNER · DOLBY ATMOS MIXER · DIALOGUE RECORDIST

GOLD MEDAL, ANIMATION · STUDENT ACADEMY AWARDS

A 3D animation inspired by the Korean 'Comfort Women' forced into sexual slavery by the Japanese Imperial Army during World War II. It tells of wartime sexual violence through fairy-like, metaphorical and poetic visuals, so as not to perpetuate violent imagery or re-traumatize victims

01 Best Animation Director · Shenzhen International Film Festival

02 Best of the Fest · Rochester International Film Festival

03 Best Animation · Long Story Shorts International Film Festival

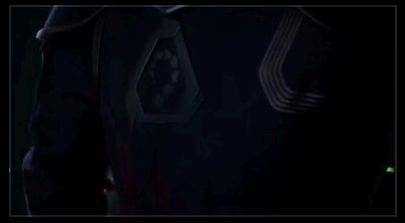
04 Screened at SIGGRAPH Asia · ISEA · Tampere Film Festival · Montreal International Animation Film Festival

WATCH ON VIMEO ↗

vimeo.com/534313663









STILLS

COMMAND & CONQUER: LEGIONS

ACT III · EMOTION

TAKE 03 / 08

Command & Conquer: Legions

GAME TRAILER · COMMERCIAL

SOUND DESIGNER

ELECTRONIC ARTS · IN COLLABORATION WITH SOUL STUDIO, HONG KONG

Commercial reveal trailer for Command & Conquer: Legions, the mobile strategy game set in EA's classic Command & Conquer universe, unveiled at gamescom. Tiberium, war machines and two rival factions rendered as a cinematic call to arms

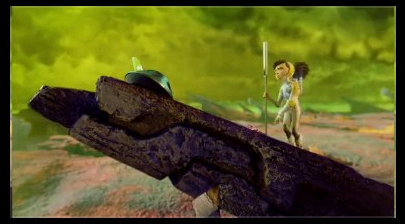
01 600K+ views on YouTube

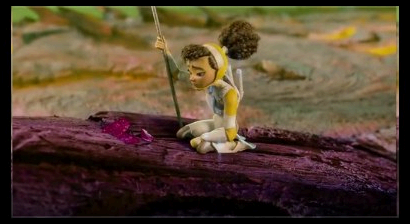
ELECTRONIC ARTS

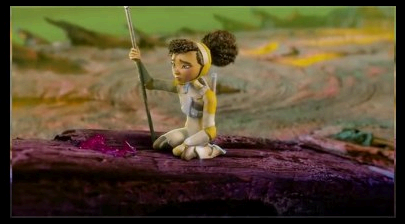
WATCH ON YOUTUBE ↗

youtube.com/watch?v=KPrUWo_WSyA









STILLS

ESCAPE

ACT III · EMOTION

TAKE 04 / 08

ESCAPE

ANIMATED SHORT
SOUND DESIGNER

THIRD PRIZE · BERLIN INTERNATIONAL SOUND DESIGN COMPETITION

A lone space explorer crash-lands on a desolate planet and must find a way to make her new home habitable. With courage and curiosity she turns the barren landscape into a beautiful planet and reunites with her family

BIFSC AWARDS

THIRD PRIZE

WATCH ON VIMEO ↗

vimeo.com/633598429









STILLS

UNTIL WE MEET AGAIN

ACT III · EMOTION

TAKE 05 / 08

Until We Meet Again

AI SHORT FILM

AI SOUND DESIGNER

KUAISHOU · KLING AI · DIRECTED BY MOMO WANG

“Until We Meet Again”, an AI short film made with director Momo WANG. A boy who has failed an exam is caught in an emotional whirlwind: exhaustion, anxiety and fear breed and spread. Among black vines, red skies and bloody clouds, how will he find his way out of the struggle?

WATCH ON YOUTUBE ↗

youtube.com/watch?v=7mMvP07AV9c



ACT III · EMOTION

TAKE 06 / 08

IMDb

SOUND DESIGN · MUSIC
SOUND DESIGNER · COMPOSER

SELECTED CREDITS ON IMDB

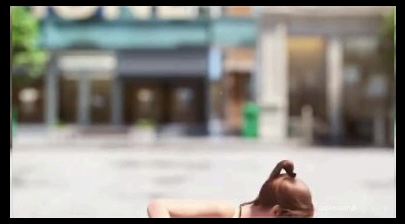
IMDb lists only a small part of my work. There you can find a selection of my sound design and music credits

VIEW ON IMDB ↗
imdb.com/name/nm9777764









STILLS

CLOUD ROAMING

ACT III · EMOTION

TAKE 07 / 08

Cloud Roaming

GAME × BRAND PROMO

SOUND DESIGNER

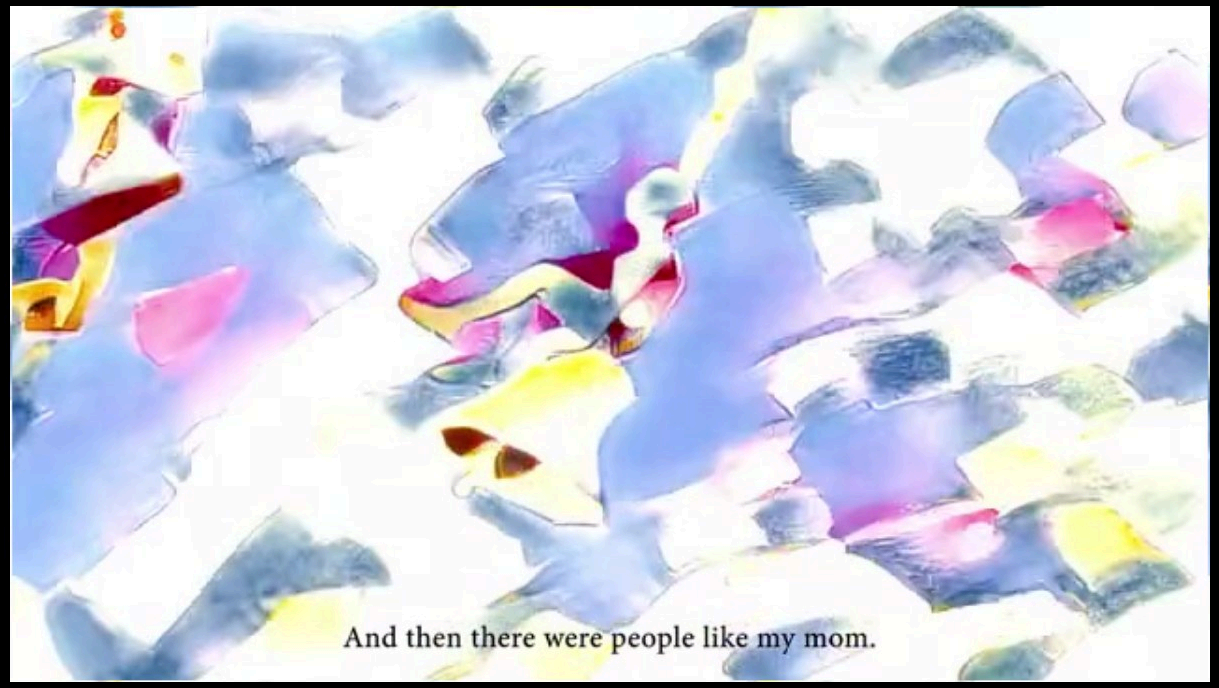
TENCENT · GAME FOR PEACE × CHINA LI-NING · WITH SOUL STUDIO, HONG KONG

Promo film for the first Digital Product Showcase in Game for Peace's open world, Oasis World, created with China Li-Ning. It launches the Yunyou C4D sneaker and twelve new spring/summer looks under the line “Cloud Roaming, Anything Is Possible”

Tencent 腾讯 GAME FOR PEACE × CHINA LI-NING

WATCH ON TENCENT ↗

gp.qq.com/gicp/news/684/18235737.html









STILLS

WHISPER OF COLOR

ACT III · EMOTION

TAKE 08 / 08

Whisper of Color

ANIMATED SHORT

SOUND DESIGNER · RECORDIST · DOLBY ATMOS MIXER

ANIMATED SHORT · 4 MIN · MACHINE LEARNING STYLE-TRANSFER ANIMATION

Joonho Kim, born and raised as a mixed-race child in the aftermath of the Korean War, recounts his feelings of being out of place and his longing for the American soldier father he never knew

01	San Francisco International Airport Museum · Video Arts Program, International Terminal
02	Toronto Animation Arts Festival International
03	Athens International Film + Video Festival · Oxford Film Festival
04	Sundar Prize Film Festival · Best Animation Nominee

SFO MUSEUM

VIDEO ARTS PROGRAM

SUNDAR PRIZE FILM FESTIVAL

BEST ANIMATION NOMINEE

TORONTO ANIMATION ARTS FESTIVAL

OFFICIAL SELECTION

OXFORD FILM FESTIVAL

OFFICIAL SELECTION

WATCH ON YOUTUBE ↗

youtube.com/watch?v=mYocLjbIz4I

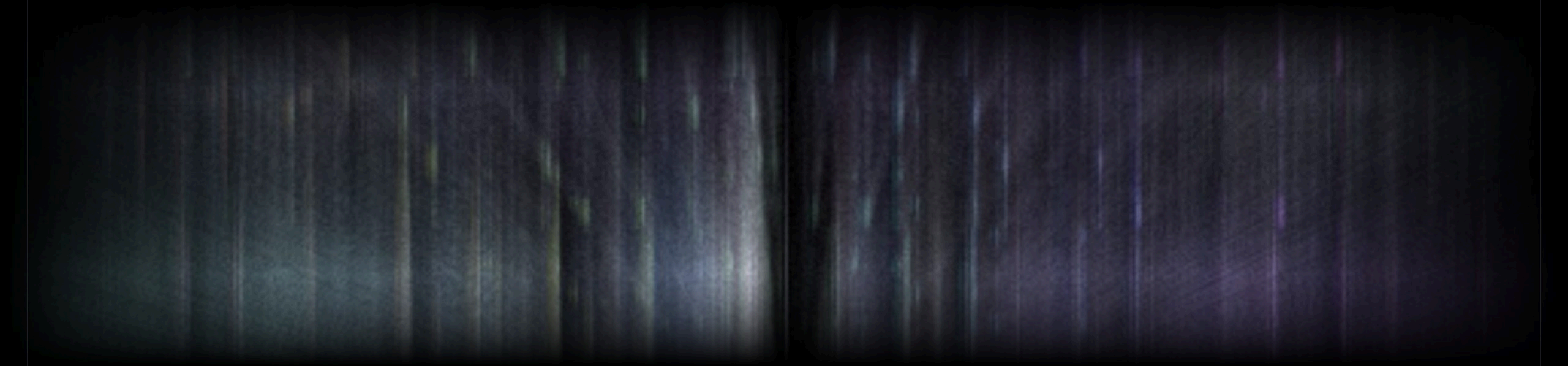
ACT IV

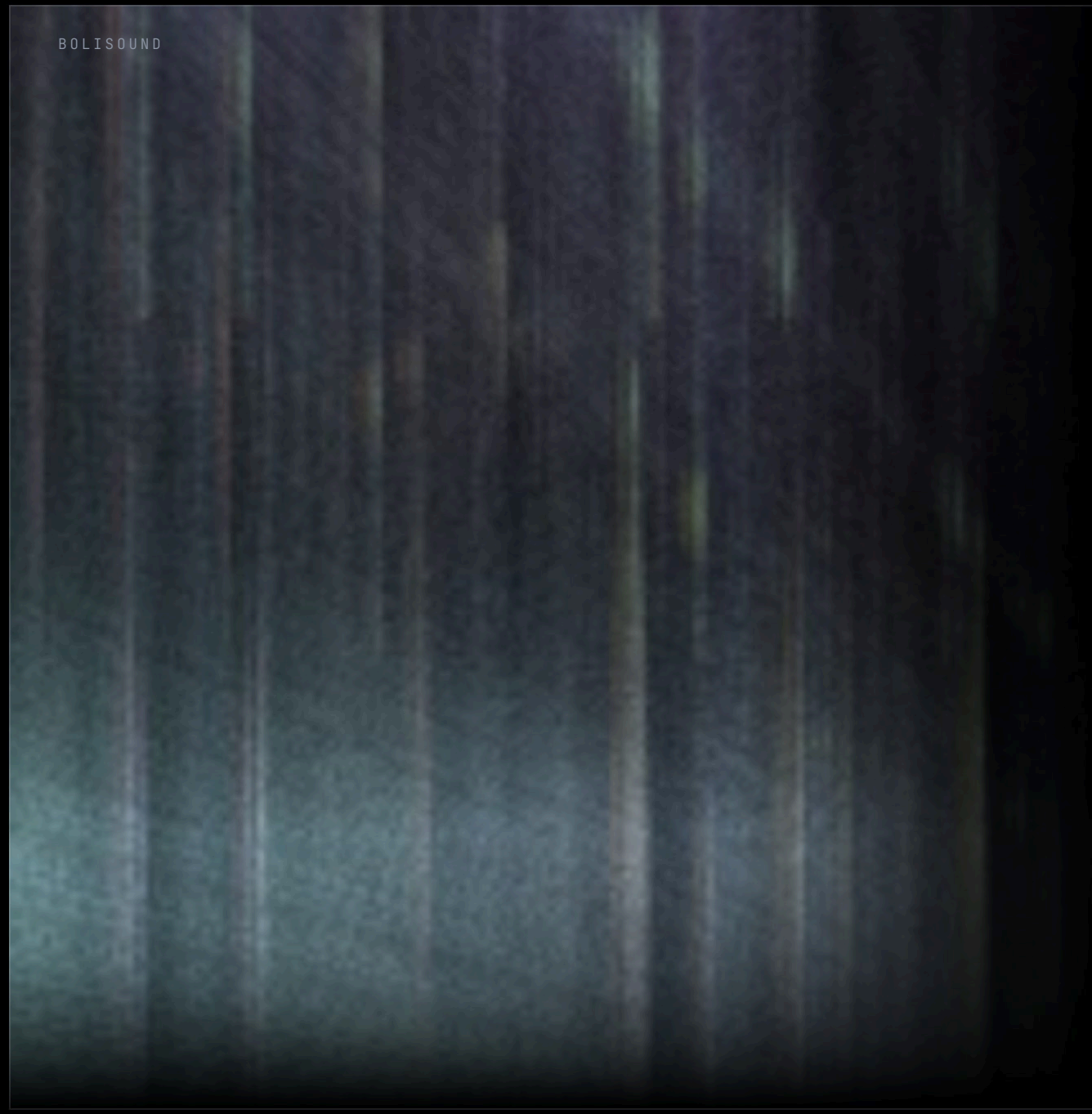
DIMENSION

Passing through the spatial prism, a single waveform refracts into multidimensional music and living acoustic geometry, where ancient strings, virtual realities, and three-dimensional soundfields converge into pure sonic architecture

IN THIS ACT

VR BRAIN’S VOYAGE · AUDIOR · DARKNESS IS COMING





ACT IV · DIMENSION

TAKE 01 / 03

VR Brain’s Voyage

MIXED REALITY XR

SOUND DESIGN · ORIGINAL MUSIC COMPOSITION · SPATIAL XR AUDIO · RECORDING

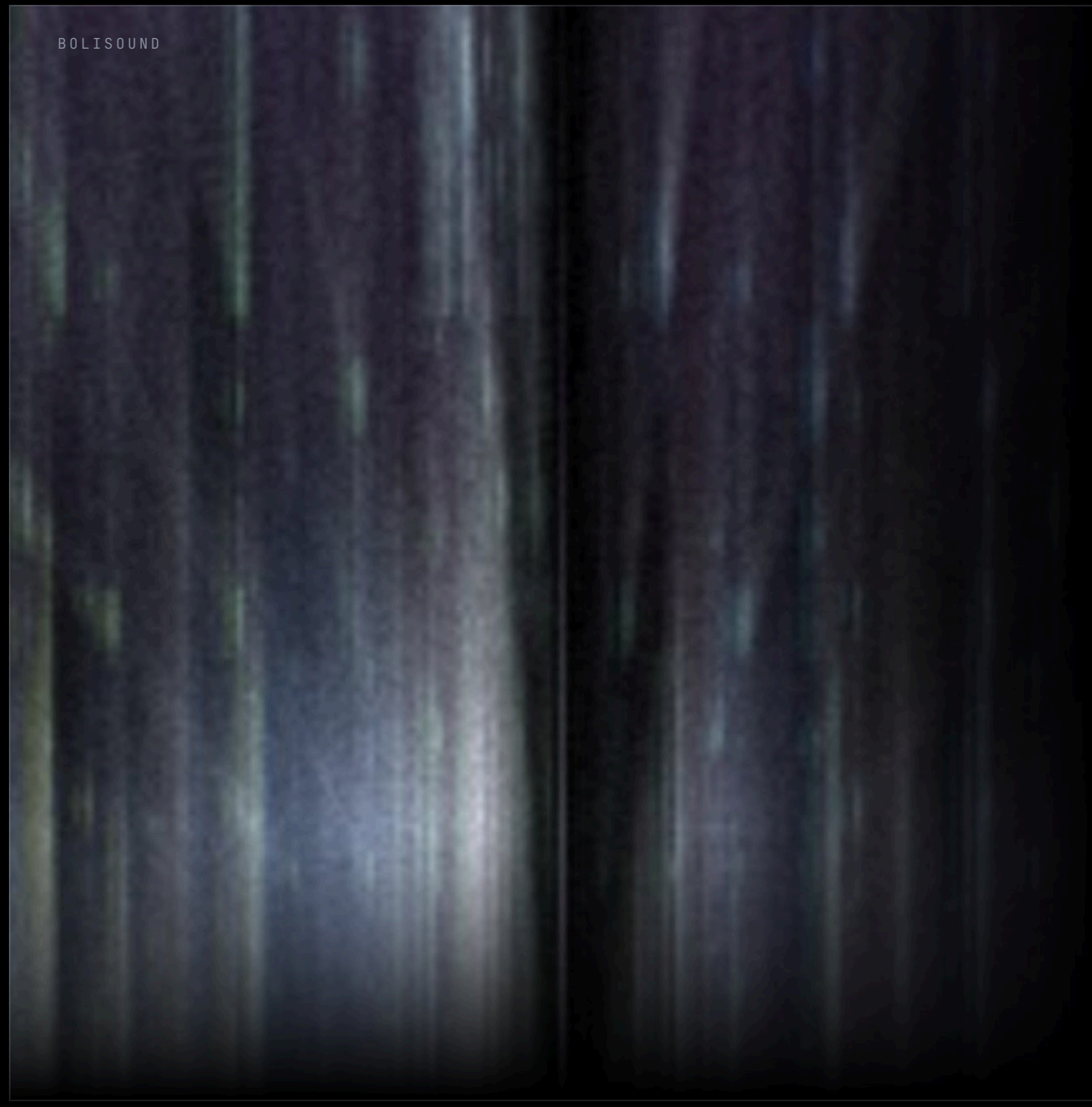
BACKED BY A HIGHER ED XR GRANT FROM META AND UNITY

A pioneering Mixed Reality neuroanatomy experience aligned with OpenStax. It turns the 100-billion-neuron human brain from flat clinical slices into a living, interactive 3D labyrinth. I composed the musical pulse and spatial audio feedback for a rogue cell’s journey back to the auditory nerve, translating silent neural pathways into tactile frequencies, synaptic rhythms ♪ and bio-acoustic resonance that guide every probe and discovery

Meta Unity

VISIT BRAIN VOYAGE XR ↗

brainvoyagexr.com



ACT IV · DIMENSION

TAKE 02 / 03

Audior

VR VISUALIZER

CREATOR & LEAD DEVELOPER · INTERACTIVE AUDIO ARCHITECTURE · SOUND DESIGN · ORIGINAL MUSIC · VR VISUAL SYSTEM

CHUNHUI CUP AWARD IN AUDIO TECHNOLOGY

An original next-generation VR audio visualizer, conceived and built from the ground up to bridge acoustic artistry and immersive technology. It turns invisible waveforms [dB 〰 Hz], rhythmic spectrums and spatial audio into interactive 3D digital art, kinetic gaming, exercise and meditative realms ♪

CHUNHUI CUP · MINISTRY OF EDUCATION OF CHINA

ACT IV · DIMENSION

TAKE 03 / 03

Darkness Is Coming

SPATIAL AUDIO · ATMOS

RECORDING · SPATIAL AUDIO MIXING · MUSIC COMPOSITION · ERHU PERFORMANCE

GOLD STATUE AWARD, DENNY AWARDS · SILVER AWARD, SOUND ACADEMY AWARD

“It is my dream... and now you see it.” A spatial acoustic experience recorded and composed for Dolby Atmos and Petal Vivid Audio. The expressive cry of live erhu strings is woven into an enveloping 3D soundfield [7.1.4 〰 3D], where eastern acoustic heritage and immersive audio engineering converge to make an invisible dream tangible

GOLD STATUE AWARD

SILVER AWARD

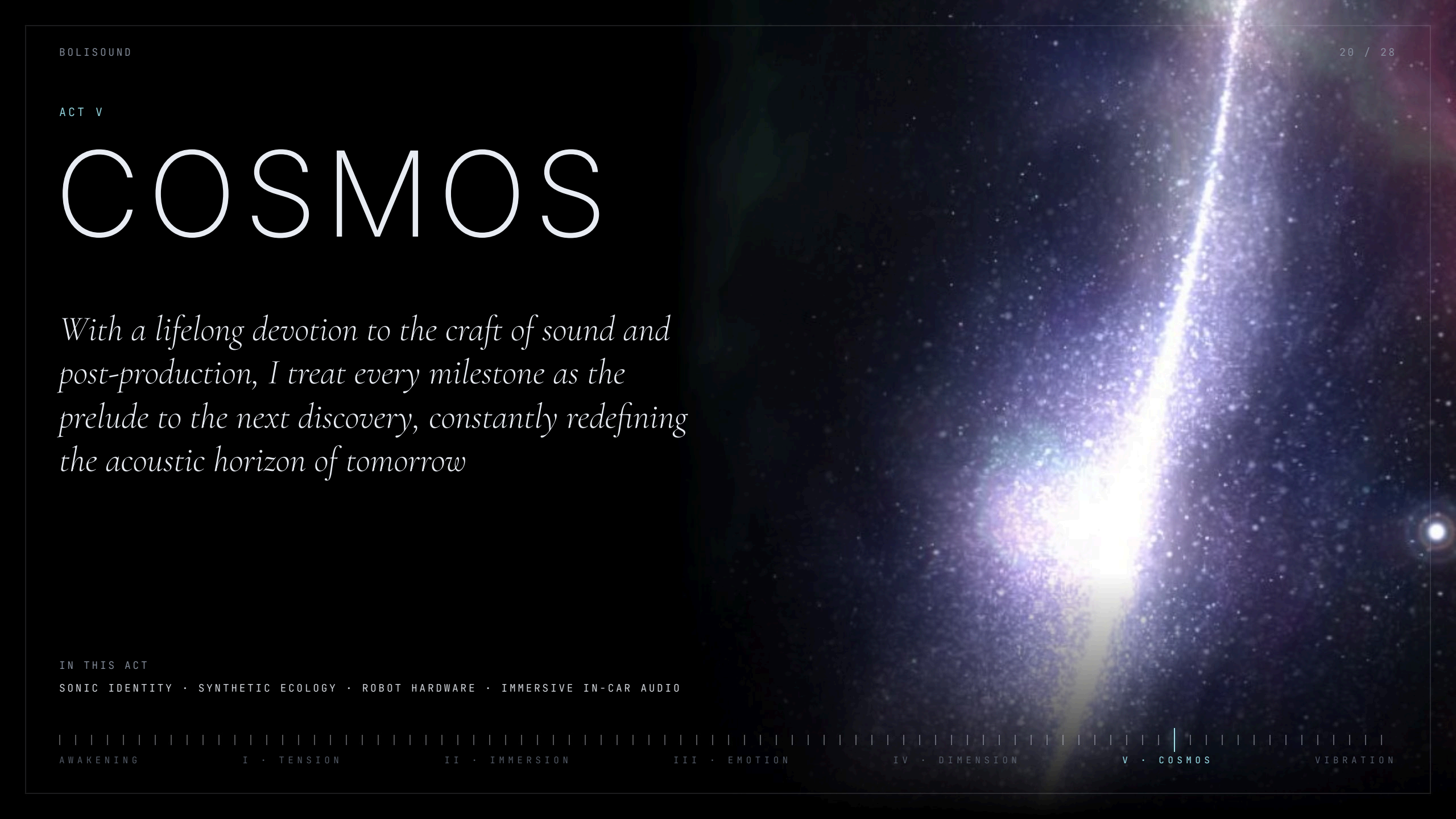
LISTEN ON SOUNDCLOUD ↗

soundcloud.com/bolisound/darkness-is-coming

ACT V

COSMOS

With a lifelong devotion to the craft of sound and post-production, I treat every milestone as the prelude to the next discovery, constantly redefining the acoustic horizon of tomorrow



IN THIS ACT

SONIC IDENTITY · SYNTHETIC ECOLOGY · ROBOT HARDWARE · IMMERSIVE IN-CAR AUDIO



01 / 04

Sonic Identity

UNDER NDA · RELEASE Q1 2027

UI sound, sonic logo and AI voice for the product line of a world-leading AI imaging company

02 / 04

Synthetic Ecology

IN PROGRESS

Web sound design: a living soundscape synthesised in the browser, creatures and weather made of pure code

03 / 04

Robot Hardware

IN PROGRESS

Sound for a robot hardware product

04 / 04

Immersive In-Car Audio

IN PROGRESS

Immersive in-car audio for an automotive partner

BUS.01

WORKS

I design sound and compose music for film, games and immersive spaces, and I teach at universities

FILM, ANIMATION, COMMERCIAL & DOCUMENTARY

01 **Unforgotten**
Short Animation · Sound Supervisor & Sound Designer
Gold Medal in Animation, Student Academy Awards (Academy of Motion Picture Arts and Sciences)

02 **Egghead & Twinkie**
Feature Film · Sound Supervisor & Sound Designer
Best Feature Comedy, Cinequest Film Festival · Audience Award for Best Narrative Feature, Florida Film Festival · Golden Space Needle Audience Award, 3rd Runner-Up, Seattle International Film Festival · Selections at Seattle (New American Cinema, Youth Jury Prize) and Cleveland International Film Festival

03 **A Tooth Fairy Tale**
Feature Film · Sound Effects Editor
Theatrical release

04 **MOLD**
Experimental Animation · Sound Designer, Composer & Supervisor
19 official selections worldwide, including Interfilm Berlin International Short Film Festival and Annecy International Animated Film Festival · Second Prize, Beijing International Electronic Music Festival · Nominee, Best Sound Editing & Mixing, International Sound & Film Music Festival (Romania)

05 **Testament**
Feature Film · Sound Supervisor
Streaming worldwide on Apple TV, iTunes and Amazon Prime Video

06 **Spell Me Out · Into the Wild (Ep. 13–16)**
Documentary & TV Series · Sound Supervisor & Sound Designer
Streaming on Amazon Prime and San Francisco's UChannel; broadcast on ViuTV Hong Kong and LiTV Taiwan

07 **Electronic Arts · Command & Conquer: Legions / Tencent · Game for Peace**
Game Commercials · Sound Designer
Commercial sound design for EA and Tencent Games, alongside brand campaigns for SYN World (Japan) and Intco Medical

08 **dAwn · The Absence of Memory · Echoes**
Festival Films & Feature · Sound Supervisor, Sound Designer & Composer
dAwn premiered at the TCL Chinese Theatre, Hollywood, winning Best Action Film (Indie Night Film Festival) and Best Proof of Concept (Care Awards) · The Absence of Memory: 2 wins and 7 festival nominations · Echoes: feature film

09 **AI Cinema: Until We Meet Again · Winged · Whisper of Color · Guilty of Romance · Buddha's Handbook**
AI Animation · Sound Supervisor & AI Sound
Until We Meet Again, made with Kling AI (Kuaishou Technology) · Winged reached 540,000+ views on Weibo · Buddha's Handbook pioneered a fully generative sound workflow with AudioLDM and AudioSep

10 **Latest Narrative Works: Accident · DongGuCheon · Golden Years · An Experimental Film Under NDA**
Sound Supervisor & Recordist

BUS.01

WORKS

02 / 02

MUSIC RECORDING & COMPOSITION

01 **VR Brain's Voyage**
Sound Designer & Composer
Arizona State University & Clarkson University, supported by the Meta & Unity Higher Ed XR Grant

02 **The Absence of Memory**
Documentary · Composer

03 **MOLD**
Experimental Animation · Composer

04 **China National Arts Fund & CAFA Intangible Cultural Heritage Project**
Assistant Sound Designer
Central Academy of Fine Arts, Beijing

05 **China–ASEAN Expo International Music Festival**
Live Sound Crew
Nanning International Convention and Exhibition Center

THEME PARK & THEATER

01 **SeaWorld Abu Dhabi**
Theme Park Sound Designer, with EarsUp Sound Design
The world's largest indoor marine-life theme park: 360° soundscapes for 8 immersive realms across 183,000 m²

02 **The Maid**
Theater · Sound Designer · Valencia, CA

03 **Witch House: A Witches' Cabaret**
Theater · Sound Designer · Valencia, CA

04 **Night Walk**
Theater · Sound Crew · Huntington Park, CA

05 **Huangmen Yan**
Theater · Assistant Sound Designer
2.7 Theater, Beijing; broadcast live on CCTV-3

06 **Through the Leaves**
Theater · Sound Designer · Valencia, CA

07 **The Seagull**
Theater · Assistant Sound Designer · Valencia, CA

INTERACTIVE MEDIA & SONIC INSTALLATIONS

01 **Next-Gen Audio Product (Under NDA)**
UI/UX Experience Designer · In Progress

02 **Biometric Signal–Driven AI Soundscapes for ADHD and Meditation**
In Progress

03 **VR Brain's Voyage**
Sound Designer & Composer

04 **Audior**
Sound Art & VR Installation · Creator, Programmer & Sound Designer
Chunhui Cup Award in Audio Technology

05 **Orthoiso**
Mobile Game · Sound Designer
orthoiso.com

06 **Peach Blossom**
Interactive Installation · Sound Designer
Walt Disney Modular Theater, Valencia, CA

BUS.02

ACADEMIA

“Savoir-faire, savoir-être”

Interacting with the world through the medium of sound, wielding acoustic precision and human emotion to counter entropy and bend the perception of space and time. Across university lecture halls and studio labs, mentorship goes beyond technical mastery in sound design, spatial audio and post-production; it empowers the next generation of artists to find their own sonic voice, guiding students toward international film festival accolades, industry breakthroughs and fearless creative exploration

EXPERIENCE

01 **Carnegie Mellon University**
Guest Visiting Artist · Time-Based Media, School of Art

02 **Indiana University, Jacobs School of Music**
Assistant Professor (Tenure-Track) · Audio Engineering & Sound Production

03 **Arizona State University**
Clinical Assistant Professor · Animation, School of Art; sole sound faculty for 300+ students

COURSES

01 **Foundations: Time-Based Media**
CMU · Guest Visiting Artist, co-taught

02 **Audio Technique I**
Sound for Visual Media · Audio Engineering Seminar (IU)

03 **Sound Design for Moving Images**
Sound for Animation · Machine Learning and Media Art (co-taught) · Animation Capstone I & II (co-taught) (ASU)

HIGHLIGHTS

01 Mentees admitted to Boston University’s MFA in Sound Design with a full scholarship, and to SCAD and Johns Hopkins University

02 Designed and built ASU’s Dolby Atmos studio (an official Dolby Atmos Music reference studio), an immersive audio lab and a sound editing lab

03 Brought a Riot Games audio lead, an Emmy-winning sound designer, THEA-winning teams and AI artists into the classroom

04 Guest lectures at KAIST, Carnegie Mellon, Aristotle University of Thessaloniki, Emory, UMass Amherst, UCF and China Women’s University

05 **Avid Certified Pro Tools Trainer**
NAMM Foundation, CMS Faculty Fellow · Indiana University GenAI Faculty Fellow

BUS.03

SPATIAL LAB

AN OFFICIAL DOLBY ATMOS MUSIC REFERENCE ROOM · VERIFY ON DOLBY ↗

HARDWARE

CORE	Avid MTRX Studio · Mac Studio Ultra · Dante Virtual Soundcard · Pacamara Ristretto
MONITORING	Neumann 7.1.4 immersive system · Neumann KH 120 II DSP · Neumann KH 80 DSP · Neumann KH 805 II subwoofer · Neumann NDH 30 · AirPods Pro (Apple Spatial Audio)
CONTROL & XR	Avid S1 · Avid Dock · Arturia KeyLab 49 · Apple Vision Pro · Meta Quest · BliKVM
RECORDING	Studio and field recording with Neumann, Sennheiser, Schoeps, DPA and Shure microphones, including ambisonic capture · Sound Devices and Zoom field recorders · Beta tester for a microphone under NDA · Blackmagic Ambisonic Microphone
POWER & INFRASTRUCTURE	CyberPower PR1500LCD Sinewave UPS · Furman Elite-15 PFi · Mogami cabling throughout

DELIVERY

FORMATS	Dolby Atmos (ADM BWF) · Apple Music Spatial Audio · Binaural · Ambisonics for 360 video & VR · 7.1.4 · 7.1 · 5.1 · Stereo
LOUDNESS	Dolby Atmos Music −18 LKFS · Streaming platform specs · EBU R128 · ATSC A/85

SOFTWARE

DAW & POST	Pro Tools Ultimate · Reaper · Logic Pro · Ableton Live · DaVinci Resolve · SoundFlow
IMMERSIVE	Dolby Atmos Renderer · SPAT Revolution · Sound Particles · Petal Vivid Audio · Penteo 16 Pro+ · IEM Plug-in Suite · Neumann RIME · Neumann VIS
PLUGINS	iZotope Everything · FabFilter Everything · Soundtoys Everything · Krotos Everything · LANDR Everything · The Cargo Cult · Noiseworks · Sonnox Oxford · Accentize · Synchro Arts · Valhalla DSP · Eventide · LiquidSonics Cinematic Rooms · Tonsturm · SoundMorph
INSTRUMENTS & VOICE	UVI Falcon & Sonic Bundle · Arturia · Melodyne · Dreamtonics Vocoflex
GAME AUDIO	Wwise (Wwise 101 Certified) · FMOD · Unreal MetaSounds
INTERACTIVE & PROCEDURAL	Max/MSP · Pure Data · Kyma · Tsugi GameSynth
SHOW CONTROL & STAGE	QLab · Vectorworks
MEASUREMENT & CALIBRATION	Smaart · REW · Sonarworks SoundID · Neumann MA 1
SOUND LIBRARIES	BOLISOUND SOUNDBANK · Soundly · Soundminer
REMOTE COLLABORATION	Audiomovers LISTENTO · Soundwhale · Source-Connect · Frame.io
AI TOOLS	Leading AI models · NVIDIA AI development toolkits (AI evolves at remarkable speed; the studio stays at the frontier of current research and has the engineering capability to build on it)
IN-HOUSE AI	BOLISOUND in-house AI audio tools & workflows (in development) · Out of respect for every client, no project data is ever used for AI training

BUS.04

HONORS











12 AWARDS

AWARDS

01 **Gold Medal, Animation**
Student Academy Awards (Unforgotten, as Sound Supervisor)

02 **Excellence Award, Spatial Audio Original Music**
Shanghai Electronic Music Association

03 **Finalist, Spatial Audio Mixing**
Shanghai Electronic Music Association

04 **Gold Statue Award**
Denny Award, Denver International Festival of Arts & Technology

05 **Chunhui Cup Award in Audio Technology**
Ministry of Education of China

06 **First Place in Animation + $50,000**
RØDE Short Film Competition (as Sound Designer)

07 **Third Prize**
Berlin International Sound Design Competition

08 **Silver Award in Music; Bronze Awards in Music and Sound**
Sound Academy Award, CSMPTE

09 **Second Prize**
Beijing International Electronic Music Festival (Musicacoustica)

10 **Nominee, Best Sound Editing / Mixing**
International Sound & Film Music Festival

11 **Nominee**
IEMC International Electronic Music Competition

12 **Best Sound Design**
Independent Shorts Awards · Los Angeles Film Awards · Top Shorts

GRANTS & FELLOWSHIPS

01 **NAMM Foundation, CMS Faculty Fellows Award**

02 **Indiana University GenAI Faculty Fellow**

03 **Faculty Research Fund**
Design and Arts Corps · Faculty Professional Development Fund · Arizona State University

04 **AI Learning Group Stipend**
Indiana University Jacobs School of Music

05 **Lillian Disney Scholarship ($120,000 full scholarship)**
California Institute of the Arts

JUROR & REVIEWER

01 **Distinguished Judge**
Berlin International Sound Design Competition

02 **Reviewer**
Sound and Music Computing Conference

03 **Peer Reviewer**
ISEA International Symposium on Electronic Art

04 **Jury Member**
BlastOff Film Festival · China Advertising Gold Lion Award

05 **Invited Guest**
Student Academy Awards

06 **Beta Tester**
Avid Pro Tools · Dreamtonics Vocoflex · a microphone under NDA

MEMBERSHIPS & CERTIFICATIONS

Avid Pro Tools Certified Trainer · Official Dolby Atmos Music Reference Studio · Dante Level 1 · Wwise 101 (Audiokinetic) · Cinema Audio Society (CAS) · Motion Picture Sound Editors (MPSE) · Theatrical Sound Designers and Composers Association (TSDCA) · China Society of Motion Picture and Television Engineers (CSMPTE)

TALKS

Emory University · UMass Amherst · University of Edinburgh + AAE Sound Education Conference · Indiana University KIX Lab · Aristotle University of Thessaloniki · Carnegie Mellon University · TSDCA Annual Meeting · KAIST · SORI · University of Central Florida · Dolby Laboratories Research Session · China Women's University

CREDO

I believe the cosmos, like dust gathering and scattering in the tides of entropy,
manifests within non-renewable spacetime
Chaos holds its own grand beauty, yet all that I create exists
to decipher and reshape the laws of nature, restraining entropy amid the unruly flow,
bringing order to scattered dust, and measure to all sound



A solitary frequency can awaken the dark, yet a true symphony requires shared vision. Bring your worlds, your stories, and your dreams, and let us compose the next extraordinary resonance together

BUS.05 · SAY HI

Let’s eat hotpot!

I design sound and compose music for film, games and immersive spaces, and I teach at universities. No formalities, no agency walls. Whether you have a wild script, an experimental installation, a half-formed musical idea, or just want to geek out over spatial audio and coffee, my studio door is always open. Drop a line and let’s talk!

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IMDB	imdb.com/name/nm9777764
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DESIGNED BY BO LI

Because the studio is busy with projects worldwide, this archive is updated selectively. For the latest work, reels and news, please reach out to Bo Li directly