KRIS Q. LI

Exhibition and Spatial Design

www.krisliqc.com
krisliqc@gmail.com
(412) 638-2966
US citizen

SKILLS

3D & Graphics
Rhinoceros
V-ray Rendering
Adobe Ps, Ai, Id
AutoCAD
Vectorworks
Grasshopper
SketchUp

Fabrication
Lasercutting
3D Printing
Woodshop
CNC Milling

TEACHING

Parsons School of Design
MFA Design and Technology | New York, NY

- Adjunct Faculty | Fall 2018

  Instructed graduate level course on creative physical computing with Arduino, web application in Javascript and creative coding with game design in Unity.

- Teaching Assistant, Coding Tutor | Aug 2017 - May 2018

  Creative coding in openFrameworks, Unity, Processing, Physical Computing with Arduino, Raspberry Pi.

- Teaching Fellow | Mar - Aug 2017

  Developed curriculum and instructed an internsive 3-week Bootcamp Design program around design practice, research methods, prototyping practices.

LANGUAGES

Mandarin | Cantonese

HONORS

Provost Scholarship
Richard M. Gensert Memorial Scholarship

EDUCATION

The New School – Parsons School of Design
Graduated May 2018, New York, NY *with Academic honors*

Master of Fine Arts in Design and Technology

Carnegie Mellon University – College of Fine Arts
Graduated Dec 2015, Pittsburgh, PA

Bachelor of Art in Architecture, Minor in Design

EXPERIENCE

C&G Partners LLC
Exhibit Designer | Mar 2019 - Apr 2021, New York, NY

Drafted exhibit drawing packages for exhibition projects at cultural and corporal institutions, in schematic design,design development, and final design phases; Visualized design concepts and created drawings, renderings, and technical details of exhibit elements.

Collaborated with graphic designers, producers, and consultants, to conduct design studies, prototypes, develop concepts, and deliver presentations. Communicated with consultants and vendors to study and develop exhibit details, source materials and manage exhibit matrices.

Superbright
Freelance Spatial Designer | Oct 2020 - present, New York, NY

Art directed spatial design concepts for VR conference platform Spatial.io and XR art viewing platform Vortic; Designed and visualized interior environments for multi-functional virtual environments; Collaborated with 3D artist to creative direct and implement 3D assets and deliver renderings.

Solomon R. Guggenheim Museum
Exhibition Design Intern | Sep - Dec 2018, New York, NY

Drafted drawing sets in a variety of stages including concept design, design development, and as-installed documentation; Conducted design studies and research for upcoming exhibitions; Collaborated closely with fabrication shop to develop prototypes for upcoming exhibition.

Supported the Exhibition Design and Curatorial team by creating digital and physical design assets, art layouts, design studies and research documents.

Storefront for Art and Architecture
Production Intern | Mar - Aug 2018, New York, NY

Produced digital assets and collaborated with Pentagram to create print collaterals and exhibition signages for the exhibition New York Architecture Book Fair and the 2018 Spring Benefit.

Collaborated with artist Agnieszka Kurant to design and prototype artwork *Apocalypse Now* for the Spring 2018 Benefit; Assisted architecture studio The Living in prototyping fabrication for the exhibition *Sub-Culture*.

Assisted the physical installation of two exhibitions; Supported team in data management and communications for the NYABF Global Survey.

SeeThroughLab
Creative Technologist | May - Aug 2017, New York, NY

Developed functional hardware and software prototypes for a VR-based multi-sensory narrative on Samsung GearVR and iOS; created technical models, custom designed and fabricated parts for the prototype.