

Jiahong Li

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Songshan Lake Dongguan City, Guangdong Province, China

Portfolio/Website: <https://lijiahong77.github.io/Personal-Website/>

EDUCATION

Bachelor of Communication (Honours) in Animation and Interactive Media

BEIJING NORMAL-HONG KONG BAPTIST UNIVERSITY, Zhuhai, China

• Sept 2022 – Jun 2026

• GPA: 3.5/4.0 | Rank: 5/62

BNBU: The first liberal art university in Main China; English education

Honors: On-campus scholarship: Second-class Award (2023, 2024, 2025)

RELEVANT EXPERIENCE

AIM3183: Virtual Reality Art, BEIJING NORMAL-HONG KONG BAPTIST UNIVERSITY

Project Title: Virtual Escape

• Feb 2025 - May 2025

• Developed a VR escaping game based on different layers of reality, covering scene design and basic VR interactions as my responsibility.

MAD3103: Computer Game Design, BEIJING NORMAL-HONG KONG BAPTIST UNIVERSITY

Project Title: Medic Simulator

• Sep 2025 - Dec 2025

• Created an FPS storytelling game simulating a medic's psychological problems, where I was responsible for the transitions between reality and illusion and the basic interactions.

AIM4033: Final Year Project, BEIJING NORMAL-HONG KONG BAPTIST UNIVERSITY

Project: Guernica VR

• Aug 2025 - May 2026

• Designed an interactive art experience based on Picasso's Guernica as my final year project, taking responsibility for the multiple small games inspired by the painting's characters and the extensive informational content.

INTERNSHIP EXPERIENCE (July 2023- Aug 2023)

Designer/ Illustrator, Social Media Operation (assistant), Advertising (assistant)

Shenzhen Kaile Xinlian Culture and Technology Co., Ltd., Shenzhen, China

- Designed emojis for the company's IP image
- Operated the company's community

TECHNICAL SKILLS

C#, Python, Blender, DaVinci, Unity, Unreal Engine, Photoshop, Figma