

Vincent Li

Redmond, WA

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Professional Summary

Vincent Li is a curious and energetic multimedia designer based in Redmond, Washington. He is graduating June 2025 with a Bachelor's Degree in Interdisciplinary Arts at the University of Washington. He is knowledgeable in industry-standard software such as DaVinci Resolve and the Adobe Create Suite.

Portfolio: <https://vli478.com/about/>

Authorized to work in the US for any employer

Work Experience

Teaching Assistant

Kumon-Redmond, WA

April 2025 to Present

- Worked with children from all grade levels to teach and support their learning.
- Graded assignments and provided constructive feedback to students to enhance their understanding of the material.

Design Lead

Clamor 2025 literary arts journal-Bothell, WA

April 2025 to Present

- Led a team of 11 creatives in the project to design and lay out various submissions made to the journal using Adobe InDesign.
- Conducted weekly team meetings to discuss tasks and check in on deadlines.
- Created spreadsheets to manage team members and distribute work in a fair and even manner.
- Represented the design team in larger editorial meetings where other teams were involved.

Motion Graphic Design Intern

Three Train Studios-Remote

September 2024 to Present

- Utilized industry-standard software such as Davinci Resolve and Adobe Photoshop to design and edit graphics.
- Implemented feedback from the creative director to make necessary revisions or improvements to the motion graphics.
- Produced eye-catching visual effects for animated scenes and advertisements using 3D particle systems and frame-by-frame animation.

Indie Game Developer

Boonbox games-Redmond, WA

November 2023 to Present

- Streamlined animation workflows in pixel-art animation by implementing vector tools such as bone rigs and warp meshes which reduced production time significantly.

- Incorporated sound design and music into visuals to create lively animations that move with the beat.
- Conducted user research and playtesting sessions to gather feedback and iterate on game design elements.
- Participated in brainstorming sessions to generate creative ideas for new projects or gameplay mechanics.

Team Member

Jersey Mike's-Redmond, WA

September 2022 to September 2023

- Taught and assisted coworkers in managing the restaurant and preparing food.
- Received many compliments from customers about good service and attention-to-detail when preparing food.
- Worked swiftly while maintaining quality, even during hectic lunch rushes.

VBS Volunteer/Decoration Team Member

ECC of Redmond-Redmond, WA

June 2023 to June 2023

- Contributed to the design and creation of various props for the event. Afterwards, several of the props were given to other churches to use for their VBS events.
- Designed intricate wooden souvenirs in photoshop, which were then cut out by a machine and given to all decoration team members.
- Experience leading a small group of kids through various activities during the event.

Education

Bachelor of Arts in Interdisciplinary Arts, Minor in Visual Media Arts

University of Washington-Bothell Campus-Bothell, WA

September 2023 to June 2025

Associate's degree in Liberal Arts & Sciences

Bellevue College-Bellevue, WA

September 2021 to June 2023

Skills

- Motion Graphics (4 years)
- 2D animation (5 years)
- Video Editing (5 years)
- Leadership
- Customer service (1 year)
- Adobe Creative Suite (4 years)
- Davinci Resolve (5 years)
- Illustration (8 years)
- Experience with children (1 year)
- Graphic Design (5 years)

Awards

University of Washington 2025 Tri-Campus Game Jam - 2nd place

April 2025

Created the videogame "False Vacuum" in a week to compete in a tri-campus game jam (UW Seattle, UW Bothell, and UW Tacoma were involved). Despite having only two developers, False Vacuum managed to win second place amongst the 20+ entries.

Link to download game: <https://laptic.itch.io/false-vacuum>

Game credits:

Vincent Li (Art, Music, Sound Design)

Adi Nadarajah (Programming)

Certifications and Licenses

Driver's License

Groups

University of Washington Bothell Digital Arts Club leadership team

July 2024 to June 2025

Part of leadership in the Digital Arts Club at UWB. Attends meetings, oversees purchases, communicates with club members/leaders, and helps manage the community both online and in-person. Has hosted and assisted hosting weekly meetups for all members.