

# CHANGBAI LI

## 李唱白

CREATIVE TECHNOLOGIST |  
SOFTWARE ENGINEER | ARTIST

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### EDUCATION

BS New Media Interactive Development  
Rochester Institute of Technology  
Class of 2015

### WORK EXPERIENCE

Software Engineer, Helios Interactive, 2015 - 2018

Developed interactive installations and experiences using a variety of technologies, including gesture recognition, machine learning, augmented reality, and virtual reality.

Selected Clients: Visa, Nike, NFL, Lenovo

Technical Consultant, IFCREATE Education, 2019

Designed and developed interactive courseware for machine learning education.

Creative Technologist, Xinchajian, 2019 - now

Provided technical expertise and creative input on installation art, interactive visualization, and web development.

Partner, HYPERSCREEN, 2020

HYPERSCREEN is an online art platform hosting music performances in virtual reality and offline simultaneously.

### TEACHING

Indie Game Production &  
Kinect Game Development, OF COURSE, 2019

Maker workshops, Xinchajian, 2019-2022

### TALKS

Neuroxity Open Source Developer Conference, 2021

Survival Guide for The Slash Generation

Popular Science Product Expo 2019

A Brief History of Internet Art and Games

Pechakucha Shanghai 2019

A Creative Life: Making a Living out of your Passion

Hardware Massive Shanghai 2018

Turning a Skateboard into a Turntable

### SKILLS

**Web Development:** Vue.js, React, Express, Firebase

**3D Development:** Unity3D

**Machine Learning:** Jupyter Notebook, fast.ai

**Visualization:** D3, Observable

**Graphics Programming:** GLSL, three.js, p5.js, Unity Shadergraph

**Software Project Management:** git, notion

## **PROJECTS**

### **Alignment Tabletop Role Playing Game**

Changbai is currently working with a team of designers and researchers at AI Safety Camp to develop a tabletop RPG aimed at promoting awareness for AI Risk. The game includes realistic scenarios for different stages of AGI takeoff.

Changbai is responsible for designing and developing the companion multiplayer web app, and the marketing website.

### **Lenovo Neural Style Portrait**

For the Lenovo Yoga Book launch, Helios developed an installation that converts guest photos to stylized portrait paintings using neural network.

Changbai was responsible for developing the localized server with photo processing and learning pipeline, as well as an interface for the designers to iterate and find the ideal styles.

### **Zombox - Multiplayer Demonstrative Learning**

<https://shorturl.at/wlRZ5>

Zombox is an experimental game environment that uses machine learning as the game mechanic, by having players perform the role of a supervisor.

The agents learn to accomplish their objectives by observing and learning from the player's demonstration using a proprietary Demonstrative Learning algorithm.

### **HYPERSCREEN Vol.3: Diaspora**

<https://hyperscreen.world/events/diaspora/>

For this virtual performance, HYPERSCREEN connected artists and musicians from Taiwan and France to the offline venue in Shanghai, by presenting their live performance on a custom-built world, on the virtual reality social platform VRChat. The world consists of multiple sonic sculptures and two stages for different parts of the performance.

Changbai was responsible for all technical aspects of the online performance, including virtual world development; porting of the sonic sculptures; and streaming setup.