

Ms. Linshi Li

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OVERVIEW

As a highly motivated and collaborative design student with a strong focus on Human-Computer Interaction and Interactive Design, I have developed expertise in design research, interactive technologies, and AI-enhanced user experiences. My background spans both industry and academic settings, with two peer-reviewed publications, one manuscript under review at CHI 2026, and five international awards from competitions and conferences.

SKILLS

Research & Analysis: Experienced in qualitative and quantitative user research, HCI testing, and academic writing with publications in HCI venues.

Design & Prototyping: Skilled in UX design, scientific communication graphics, visual storytelling, gamification strategies, and building high-fidelity prototypes using tools like Figma.

Technical Development: Proficient in web technologies, Unity prototyping, development skills in LLMs and chatbots, and experience in AR/VR interfaces and basic 3D modeling using Blender.

EDUCATION

University of London, Goldsmiths, United Kingdom *Sep. 2024 – Jan. 2026*

Master of Arts in Design

- Research Project: Exploring the use of LLM agents to support child-centered interaction and design.

National University of Ireland, Maynooth (NUIM) *Sep. 2020 – Jun. 2024*

Bachelor of Science in Multimedia, Mobile and Web Development

- First Class Honours, Award Mark: 81.6% (**Ranking: 5/58**)

Fuzhou University (FZU, China-Ireland Cooperative Program) *Sep. 2020 – Jun. 2024*

Bachelor of Engineering in Digital Media Technology (Taught in English)

- Average Score: 85.35, **Core Modules:** *Designing for Virtual Environments (94), Mobile Application Development (99), Computer Vision (90), Artificial Intelligence & Language Processing (90).*
- **Scholarships:** Innovation Scholarship, Academic Excellence Scholarship (four times).

HONOURS

Best Oral Presentation Award of IEEE ICEIT 2025 Conference 2025

Finalist of China International Internet+ Innovation and Entrepreneurship Competition (Top 3%) 2024

First Prize in National College Digital Art and Design Awards (Top 1%) 2023

Third Prize in China Collegiate Design Competition and Exhibition (Top 1%) 2023

Second Prize in China International Internet+ Innovation and Entrepreneurship Competition (Top 3%) 2022

PUBLICATIONS AND SUBMISSIONS

- [1] **Linshi Li**, Yeqian Li, Kexin Hong, Ray LC*. [Title anonymized to comply with double-blind review]. *Submitted to the 44th ACM CHI Conference on Human Factors in Computing Systems (ACM CHI)*. 2026.
- [2] **Linshi Li**, Hanlin Cai*. “Applying LLM-Powered Virtual Humans to Child Interviews in Child-Centered Design”. *The 24th annual ACM Interaction Design and Children (IDC) Conference*. 2025.
- [3] **Linshi Li**, Xianjinghua Chen, Yutian Qin, Hanlin Cai*. “SeeMusic: XR-Enhanced Musical Language Training Application for Hearing-impaired Children”. *The 14th IEEE International Conference on*

RESEARCH EXPERIENCE

Postgraduate Researcher, Interaction and Experiments Studio, University of London, Goldsmiths, UK

Supervisor: Dr. Tobie Kerridge

June 2024 – Present

Outline:

- Explored inventive approaches to design and design-led research through experimental, material-based approaches, focusing on human–nonhuman interactions and informed by STS.

Key Responsibilities:

- Specialized in child-centered AI design, implementing large language model–powered virtual agents tailored to child interview methodologies to genuinely address children's needs and perspectives.

Achievement:

- Defined standardized multimodal elements and human–AI workflows; paper was submitted to *IDC 2025*.

HCI Research Assistant, City University of Hong Kong, China

Supervisors: Prof. Ray LC

March 2025 – Oct. 2025

Outline:

- Conducted research in Human–Computer Interaction, focusing on the intersection of interactive media, cognitive science, and critical computing. Supported research aligned with lab projects exploring LLM-based conversational agents and gamified interventions for behaviour change.

Key Responsibilities:

- Conducted literature reviews and contributed to the design of an LLM-powered interactive game to invoke positive behaviors in a future-directed narrative, while analyzing both qualitative and quantitative user data.

Achievement:

- Developed LLM game-based strategies can leverage natural dialogue to advance social-good applications.

Interaction Designer, Tencent, UK, London

Mentor: Dr. Annelore Schneider

Jan. 2025 – July 2025

Outline:

- Led interaction design for a gamification project, developing user flows and prototypes that integrated behavioral design principles to enhance engagement through progress tracking and interactive feedback.

Key Responsibilities:

- Collaborated cross-functionally to align gamified features with business goals and user needs; conducted user testing and iterated designs to enhance usability and retention.

Achievement:

- Developed strong insight into gamification strategies and enhanced collaboration skills through teamwork.

Research Intern, Centre for the Integration of Science, Technology & Culture, University of Cambridge, UK

Supervisor: Dr. Eleanor Dare

Jan. 2023 – June 2023

Outline:

- Conducted research on AR/VR-assisted auditory rehabilitation for hearing-impaired children, focusing on language learning through multisensory interaction.

Key Responsibilities:

- Developed *SeeMusic*, a mobile application integrating music therapy with AR/VR visualization based on Erber's Hierarchy of auditory skills, to support auditory rehabilitation for hearing-impaired children.

Achievement:

Gained practical experience in AR/VR technologies; paper was submitted to *IEEE ICEIT 2025*.