

# Peishan Li

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66 Tongtai Road, Apt 1003, Zhenghongshan Community, Zhengzhou, Henan, China,

## EDUCATION

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**Aug 2022 – Aug 2025**      **Berklee College of Music, Boston, USA**  
**Major:** Electronic Production and Design  
*Specialization: Sound Design for Video Games*  
**Degree:** Bachelor of Music

## AWARD AND HONORS

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- Spring Award Scholarship, Berklee College of Music (Mar 2025)
- Disasterpiece Award, Berklee College of Music (Mar 2025)
- Dean's List, Berklee College of Music (2022 – 2025, every semester)

## RESEARCH EXPERIENCE

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**May 2025 – Aug 2025**      **Title:** EchoVeil — VR + Csound Musical Instrument Design and Research  
**Location:** Berklee College of Music, Boston, USA  
**Position:** Researcher&Designer  
**Key Responsibilities and Achievements:**

- Conducted research on VR-native musical instrument design, integrating Unity, CsoundUnity, and Meta XR SDK hand-tracking.
- Implemented granular, subtractive, and modulation synthesis engines in Csound with real-time parameter control in Unity
- Designed gesture-based interaction models (tone rods, SlideBall, modulation spheres) to explore new VR performance paradigms
- Developed an immersive audio-visual environment, showcased at the Berklee EP-491 Senior Showcase

**May 2025 – Aug 2025**      **Title:** Arduino + Max/MSP MIDI Controller  
**Location:** Berklee College of Music, Boston, USA  
**Position:** Researcher&Designer  
**Key Responsibilities and Achievements:**

- Designed and built a custom MIDI controller using Arduino, integrating buttons, potentiometers, and sensors to enable real-time performance control.
- Programmed custom MIDI mapping in Max/MSP, creating flexible signal routing and interactive parameter control for electronic music performance.
- Explored alternative approaches to hardware, software interaction, highlighting new possibilities for embodied performance and instrument design.
- Showcased my self-built MIDI controller in my own works, demonstrating its successful application.

**Jan 2025 – May 2025**      **Title:** Columbia University Film Project  
**Location:** Berklee College of Music, Boston, USA  
**Position:** Sound Designer & Editor  
**Key Responsibilities and Achievements:**

- Designed and edited original soundscapes for a Columbia University student film, including Foley, ambience, and sound effects.
- Collaborated with directors, composers and mix engineers to synchronize audio with visual storytelling, enhancing narrative clarity and emotional impact.

- Utilized Pro Tools and advanced post-production techniques to deliver a professional quality soundtrack.

Sep 2024 – Dec 2024

**Title:** 5.1 Film Mixing Project

**Location:** Berklee College of Music, Boston, USA

**Position:** Researcher

**Key Responsibilities and Achievements:**

- Designed and mixed 5.1 surround soundtracks for cinematic projects, applying spatialization and immersive audio techniques.
- Performed dialogue editing, Foley integration, and synchronization in Pro Tools to achieve industry-standard post-production quality.
- Explored creative approaches to spatial mixing for enhancing narrative and emotional impact in film sound.

## WORK EXPERIENCE

Aug 2025

**Lukai Liu Studio, China**

**Music Producer**

- Part of the production team for the single Latenight Love by singer Lukai Liu.
- The release generated over 1,000 audience comments across platforms.

Jun 2024 – Jul 2024

**Zhonghuan Jian (Beijing) Media Co., Ltd. , China**

**Marketing Assistant**

- Assisted in provincial-level marketing and promotion of *China Environmental Supervision* journal.
- Coordinated with clients to expand journal readership in Henan Province.

Jul 2023 – Aug 2023

**Henan Qianshan Wanshui Film and Televison Culture Co., Ltd., China**

**Editorial Intern**

- Contributed to film scoring, sound design, and audio post-production, collaborating with senior engineers on professional media projects.
- Assisted with music editing, Foley integration, and final mix preparation, gaining hands-on experience in cinematic audio workflows.

## EXTRACURRICULAR ACTIVITIES

Jun 2025

**International Computer Music Conference (ICMC 2025), China**

**Volunteer**

- Assisted in the organization and technical support of CsoundMETA Jam
- gaining experience in academic conference operations.

Oct 2023 – May 2025

**Sound Design Network (SDN)**

- Organized and coordinated student-led workshops, showcases, and collaborative projects on sound design and game audio.
- Facilitated knowledge exchange and networking among peers, strengthening the Berklee sound design community.

## ADDITIONAL SKILLS

- Language: Chinese (Native) , English (Proficient) , Japanese (Proficient)
- IT: C# (Intermediate — Unity development), C++ (Intermediate — DSP / audio programming), Python (Intermediate — analysis & prototyping)
- Piano(USMCE Grade 10)
- Level 10 Piano Certificate, China Musicians Association
- Software & Tools:DAW (Ableton Live, Logic Pro X, Pro Tools, Reaper), Notation (Finale, Dorico), Game Engines (Unreal Engine, Unity), Audio Middleware (Wwise, Max/MSP, Csound), Visual/VJ (Resolume Arena, TouchDesigner), Video & Graphics (CapCut, After Effects, Photoshop)

## INTERESTS

- Snowboarding, Photography, Film appreciation, Video games, VR/AR Interaction Design, Experimental Music & Sound Art