

Peishan Li

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EDUCATION

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

Aug 2026 –

Georgia Institute of Technology, Atlanta, USA

Major: Music Technology

Degree: Master of Science

AWARD AND HONORS

- 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

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
Intern

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

Editorial

- 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
- 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