Rachel Li, Exhibit Designer

With a background in interior and industrial design, Rachel is no stranger to innovation and the design process. She looks at design with a fun, functional and artistic twist. Rachel's diverse background provides a broad perspective on developing visitor experiences. She considers all dimensions, from 2D to 3D to things that cannot be seen or touched, and has the technical skills to render them physically and digitally. She's also a talented artist and illustrator who can quickly sketch concepts, helping everyone share the vision.

Education
- Bachelor of Industrial Design, Lu Xun Academy of Fine Arts, China
- Multidisciplinary Design Diploma, Design Formation, Langara College, Vancouver, BC

Interpretive, Visitor and Cultural Centres
- Redwood Visitor Center, Orick, CA – Current
- Khalifa Park Falcon House, Abu Dhabi, UAE – Current
- Brussels Falcon House, Brussels, Belgium – Current
- Chinatown Storytelling Centre, Vancouver, BC – Current
- Oregon Nikkei Legacy Centre, Portland, OR – Current
- Nk'Mip Desert Cultural Centre, Osoyoos, BC – Current
- Wanuskewin Heritage Park, Saskatoon, SK – Current
- Family Bonds Refit to Pier 21, Halifax, NS – 2019

Museums
- National Coast Guard Museum, New London, CT – Current
- Cape Breton Miners Museum, Glace Bay, NS - Current
- Nevada State Capitol - Battle Born Hall, Carson City, NV – Current
- New Brunswick Museum, Saint John, NB – 2019
- Entry Island Museum – Interpretive Plan, Grosse-Ile, QC – 2018

Other Institutions
- North Shore Wastewater Treatment Interpretation, Vancouver, BC – Current
- Sapperton Pump Station, Vancouver, BC – Current

Other Experience
INTERIOR DESIGN
- Athena's Beauty & Care Centre, Vancouver, BC – 2017
- July Dessert Shop, Richmond, BC – 2017
- Kuntai New City Model Home, Shenyang, China – 2012

PRODUCT DESIGN
- Solar Bus Station, Shenyang, China – 2017

TECHNICAL SKILLS
- Adobe Creative Suite
- SketchUp
- Vectorworks
- AutoCAD
- Autodesk 3ds Max
- V-Ray
- Rhinoceros 3D
- Manual effect drawing
- Hand sketching