

Jintong YANG

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EDUCATION

School of Visual Arts, New York, USA Sep 2020-May 2023

Master of Fine Arts, Majoring in MFA Computer Arts

- Core Modules: *Motion Graphics, Computer Systems, Creative Programming for Artists, 3D Design and Fabrication, New Media Theory, Emerging Practices: Nonlinear Storytelling, Emerging Practices: The Computational Image*
- GPA: 4.0/4.0

Beijing International Studies University, China Sep 2016-Jun 2020

Bachelor of Economics, Majoring in Trade Economics (International Cultural Trade)/ English (Dual Degree)

- Core Modules: *Microeconomics, Macroeconomics, International Trade, Cultural Industry Economics, Artistic Appreciation and Management, Cultural Marketing, International Cultural Investment, Integrated English*
- GPA: 3.82/4.0

RESEARCH PROJECTS

THE RASA PROJECT Jun 2023-Oct 2023

Visual Assistant and Projection Engineer – Led by Columbia University and Sponsored by Asian Culture Society

- Collaborated with musicians, software engineers, neuroscientists, and visual artists to achieve a cohesive and dynamic experience for an AI-driven, immersive performance
- Handled technical settings and resolved projection mapping issues, contributing to the seamless integration of auditory and visual elements
- Conducted real-time projection mapping to synchronize visual elements with music and EEG data
- Refined skills in visual art, AI generative art, and interdisciplinary collaboration, enhancing the project's impact

Chrysalis May 2022-May 2023

Main Artist- Sponsored by School of Visual Arts, MFA Computer Arts 2023 Thesis Finishing Grant

- Conducted in-depth research on the intersection of motherhood and textile art, and the integration of new media with traditional art forms, informing the conceptual framework of the immersive installation
- Designed and fabricated 3D elements to construct the physical structure, contributing to the installation's visual and spatial impact
- Created motion graphics and managed projection mapping, enhancing the visual narrative and audience engagement
- Developed interactive components, enabling dynamic audience interaction with the installation
- Integrated sound design to complement and enrich the visual and interactive aspects, creating a cohesive multi-sensory experience
- Crafted soft sculptures to add texture and depth, enhancing the tactile and visual dimensions of the installation

Feminine/ Feminist Expressions in Textile Arts May 2022-Nov 2022

Author

- Examined the deep connection between women and textiles from historical, social, mythological, psychological, and artistic perspectives, uncovering the cultural significance of this relationship
- Analysed the impact of technological advancements and shifts in women's social status on the artistic value of textiles, identifying how they have become a powerful medium for female expression
- Highlighted the work of artists such as Chiharu Shiota, Iris Van Herpen, and Louise Bourgeois, demonstrating how their contributions have significantly elevated textile art and brought profound meaning to feminism and art history

A Study on the Current Status and Development of Imported Chinese Musicals Sep 2019-Apr 2020

Author

- Conducted data collection and research to analyse the current status and characteristics of the Chinese musical theatre market, focusing on the importation of international musicals
- Analysed classic case studies to illustrate specific instances of musical importation, extending the analysis to identify influencing factors
- Summarised the impact of import trade on the development of Chinese musical theatre, proposing strategies for future market development
- Contributed to the construction of a standardised, market-oriented musical theatre industry, supporting the improvement of China's performance market mechanisms and cultural trade

Marketing Planning of 3D Printed Animal Leather Products, College Students' Innovative Entrepreneurial Project
Team Leader/Motion Designer Jan 2018-Dec 2018

- Involved in market research in 3D printing biotechnology, the leather market, auction houses, and advanced customisation, analysing trends and competitive landscapes to guide strategic decisions
- Compiled and composed marketing reports and business plans, offering strategic recommendations for the market potential of 3D-printed leather products
- Designed and developed promotional motion graphic videos, marketing materials, and a website to effectively communicate the virtual company's brand and offerings

- Utilised quantitative and qualitative research methods to gather and analyse market data, identifying trends and assessing industry dynamics
- Applied strategic planning skills to develop business plans and marketing strategies informed by research findings

WORKING EXPERIENCES

CAOYUXI STUDIO/ SOLID PIXEL LLC, New York Nov 2023-Present

Technical Artist/Associate Artist

- Made visual effects, creative programming, and spatial design for live performances and immersive experiences
- Conducted research and development of AI techniques for particle systems in TouchDesigner and Unreal Engine.
- Managed and optimised digital assets

Ascension 180, LLC (DBA: Mardea.tv), New York Oct 2023-Present

3D Visual Audio Artist / Specialist

- Conceptualised, designed, and produced 3D animated videos based on provided music and poem narrations

Iron, Wood & Glitter (IWG Productions), New York & Virginia Oct 2023-Dec 2023

Motion Graphic Animator

- Made musical motion graphic videos for a Christmas light show

MFA Computer Arts Department, School of Visual Arts, New York Jan 2022-Dec 2022

Lab Assistant

- Collected and published the department's information, managed audiovisual equipment, and arranged exhibitions

Youth Committee, China Television Drama Production Industry Association, China Jun 2019-Aug 2019

Assistant Designer Intern

- Designed promotional videos, digital posters, attendance materials, and visual themes for television drama events

EXTRACURRICULAR ACTIVITIES

“One Lesson for Childhood” Online Teaching for Rural Students, China Nov 2018- Dec 2019

Volunteer Art Teacher

- Taught art classes to children in rural Gansu province remotely with different methods and tools every week

Beijing International Film Festival, China Apr 2019

Marketing Volunteer

- Engaged in the organisation, guidance, and communication on venture capital, copyright trading, award ceremony, and project negotiation of film projects in the Beijing market

The 2018 Beijing Summit of the Forum on China-Africa Cooperation (FOCAC), China Aug 2018-Sep 2018

Student Volunteer of the Kenya Diplomatic Corps

- Acted as the interpreter of senior Kenyan officials, contacted Kenyan personnel and arranged several activities

Publicity Department, Press Centre, Beijing International Studies University, China Sep 2017-Jun 2018

Student Director

- Led the publicity team to design promotional posters and videos, exhibition boards, LOGO and mascot of the school
- Organised all the relevant events and competitions of the whole department

ADDITIONAL INFORMATION

Selected Exhibitions

- *LAYERS OF REALITY*, Romanian Cultural Institute, New York, NY Sep 2023
- *change of he(art)*, SVA Chelsea Gallery, New York, NY Jun 2023
- *Lonely ROCKS*, 2022 Miami Art Basel, Miami, FL Dec 2022

Awards

- Shortlisted, The Meta Morph Award 2024 Jul 2024
- 2nd Place Prize in “Performance”, NYC IO Film Festival Jan 2024
- 7th NYNG “BEST INSTALLATION”, New York Nil Gallery Jan 2024
- Shortlisted, Global Design Graduate Show 2023 in collaboration with Gucci Sep 2023
- SVA Paula Rhodes Memorial Award 2023, School of Visual Arts Apr 2023
- MFA Computer Arts 2023 Thesis Finishing Grant, School of Visual Arts Mar 2023
- SVA MFA Computer Arts Awards, School of Visual Arts Feb 2023
- Outstanding Graduate, Beijing Regular Institutions of Higher Education Jul 2020
- Outstanding Graduate, Beijing International Studies University Jun 2020
- Merit Student Award, Beijing International Studies University 2018, 2019, 2020
- Outstanding Works Award, Design, ArtOne Awards: The 1st International Design Competition Feb 2018
- 3rd Prize in Animation Group, ShuoRiBei Computer Design Competition of Chinese College Students Apr 2017

Skills

- **Computer Skills:** Adobe Creative Suite (Photoshop, After Effects, Premiere Pro, Illustrator), Unreal Engine, Cinema 4D, Blender, TouchDesigner, Max/MSP/Jitter, Processing, ProTools
- **Technical Skills:** Motion Graphics, Animation, 3D Design & Modeling, 3D Fabrication, Projection Mapping, Interactive/Immersive Experience Design, Sound Design, Virtual Reality
- **Language Skills:** English (fluent), Chinese (native)