

JINTONG YANG

Motion Designer, Technical Artist

New York, NY | yangjintong5261@gmail.com | 201-918-9607 | www.jtyang-art.com

EDUCATION

School of Visual Arts

May 2023

Master of Fine Arts, Computer Arts | GPA: 4.0/4.0

New York, NY

- Coursework include: Motion Graphics I & II, Digital 2D animation, 3D Design and Fabrication I & II
- Award: SVA Paula Rhodes Memorial Award 2023 (for SVA's top students every year)

Beijing International Studies University

Jun 2020

Bachelor of Economics, Trade Economics (International Cultural Trade) | GPA: 3.8/4.0

Beijing, China

SELECTED EXHIBITIONS

NYNG 7th Edition of 2023 - New York Nil Gallery, New York, NY

Jan 2024

LAYERS OF REALITY - Romanian Cultural Institute, New York, NY

Sep 2023

"Personal Archeology" show - Personaland Online Global Art Village

Jul 2023

change of he(art) - SVA Chelsea Gallery, New York, NY

Jun 2023

Lonely ROCKS - 2022 Miami Art Week, Miami, FL

Dec 2022

EXPERIENCE

Technical Artist / Associate Artist

Nov 2023 - Present

CAOYUXI STUDIO

Remote

- Making visual effects, creative programming, stage design and plans for live performances, and handling digital assets.

Freelance Motion Designer & Digital Artist

Jan 2021 - Present

- Making motion graphics, animations, and graphic design for clients like Sotheby's and International Asian Culture Society.

Motion Graphic Animator

Oct 2023 - Dec 2023

Iron, Wood & Glitter (IWG Productions)

Remote & Newport News, VA

- Making musical motion graphic videos for a Christmas experience.

Lab Assistant

Jan - Dec 2022

MFA Computer Arts Department, School of Visual Arts

New York, NY

- Collected and published information, operated the department's social media account, and arranged exhibitions.

Assistant Designer Intern

Jun - Aug 2019

Youth Committee, China Television Drama Production Industry Association

Beijing, China

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

PROJECTS

THE RASA PROJECT, an audiovisual experience

Oct 2023 - Present

Visual Assistant, Projection Engineer

New York, NY

- Collaborated with musicians, software engineers, neuroscientists, and visual artists to visualize the music and EEG data of an immersive performance in real-time through A.I. generative and interactive art.
- Handled the settings and technical issues of the projection mappings of the performance.

Chrysalis, SVA MFACA Thesis Project - a multimedia installation

2022 - 2023

Motion Designer, Multidisciplinary Artist

New York, NY

- Conducted research on motherhood & textile art and created an immersive multimedia installation based on it, integrating 3D design & fabrication, motion graphics, projection mapping, interactive art, sound design, and soft sculpture.

SKILLS

Computer Skills: Adobe Creative Suite (Photoshop, After Effects, Premiere Pro, Illustrator), Cinema 4D, Figma, Unreal Engine, TouchDesigner, ToonBoomHarmony, Blender, ProTools, Rhino

Technical Skills: Motion Graphics, Animation, 3D Design & Modeling, 3D Fabrication, Projection Mapping, Interaction Design, Sound Design, Virtual Reality

Language Skills: English (fluent), Chinese (native)