

# JINTONG YANG

Motion Graphic Designer, New Media Artist

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## EDUCATION

School of Visual Arts

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

- 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)

May 2023  
New York, NY

Beijing International Studies University

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

Jun 2020  
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

Motion Graphic Designer & Unreal Engine Artist

Sep 2023 - Present  
Remote

Mardea.tv

- Creating storyboard and audiovisual content, including motion graphics, animation, and scene design

Freelance Motion Designer

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 and light shows 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, a multimedia 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 - an immersive experience

2022 - 2023

Motion Designer, Experiential Designer

New York, NY

- Conducted research on motherhood & textile art and created a walk-in 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, Unreal Engine, Figma, TouchDesigner, Blender, Arduino, Pro Tools, Max/MSP/Jitter

Technical Skills: 2D & 3D Motion Graphics, Animation, UX/UI Design, Experiential Design, Interactive Art, 3D Design & Fabrication, Projection Mapping, Virtual Reality, Sound Design