Jiayao Liu

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ABOUT

A digital media and visual communication student whose practice explores the intersection of nature and technology through visual language. My work investigates how sensory experience, emotion, and temporality can be reinterpreted through digital systems, revealing new relationships between humans and the environment.

Education

Xi'an Jiaotong-Liverpool University
BA in Digital Media Arts

Expected 2026

UNIVERSITY OF TORONTO (Unfinshed because of pandemic)
BEng in Department of Computer Engineering

2019-2021

Academic Experience

Sonic Arts - *Interactive Programming 'For Bill Fontana'*
- Develop the project concept

Conceived a sound-based interactive project as a tribute to Bill Fontana's artistic philosophy, reflecting on sound as a medium of perception and temporal memory.
- Collect sound

Recorded and curated sounds from both human and natural environments to explore the resonance between society, nature, and time.
- Develop the code and interaction

Developed an interactive system that transforms collected sounds into an evolving spatial experience, inviting audiences to perceive coexistence through auditory flow.

Teamwork in Music Promo - *Music Video 'K.D.O.A.Y.'*
- Creat storyboard

Created the storyboard by interpreting the song's narrative and collaborating closely with the artist to shape the visual storytelling.
- Visual design

Developed the visual design direction, researching aesthetic references and crafting the post-production visual style.
- Part of photographer

Contributed as part of the cinematography team, guiding shot composition and assisting in selecting locations that enhanced the emotional tone of the narrative.

Teamwork in Experimental Film - *'Who stolen my delivery'*
- Main Actor

Performed as the main actor, shaping the character's emotional expression and presence within the narrative.
- Create story

Contributed to story development, collaborating on the film's concept and experimental narrative structure.
- Aftereffects and color grading

Completed post-production work, including After Effects compositing and color grading, and assisted in confirming shot selections to ensure visual coherence.

Teamwork in Minor Digital Arts Project - *Installation 'Modern Paradox'*
- Concept development

Developed the core concept, redefining the relationship between humans and nature and questioning how 'nature' is constructed through contemporary perception and technology.
- Main interactive design

Designed the main interactive logic, conceptualizing how audience engagement shapes the installation's experiential narrative.
- Develop the main code and visual design

Created the primary code framework and visual design, translating conceptual ideas into an immersive digital-visual environment.

Teamwork in Engineering Strategies & Practice II (As a team leader)
Toronto Island Ferry Docks Improvement
- Problem Statement

Needs (guarantee the social distance and different strategies of services), Gap (reorganize the ferry docks), Scope (efficiently re-organize the ferry terminal)
- Project Requirement

Service environment (physical environment and virtual environment), Stakeholders and Detailer Requirements (Functions, Objectives and Constraints)
- Idea Generation

Designing tools (morphological chart, structured brainstorming, logic model, gut-check)
- Conceptual Design Specification
- Client Meeting and Engineer Manager Meeting

Skills & Abilities

Applications: Unreal Engine, MAYA, Blender, Keyshot, Rhino, Adobe Substance 3D Painter, Photoshop, Premiere, Adobe Effects, InDesign, Illustration, DaVinci Resolve, Touch Design
Programming: MATLAB, JAVA, C Programming, Processing, Arduino
Transferable Skills: Engineering design process, Leadership, Aesthetic

Interests

Programming, Pop Music, Writing Stories, Analyzing Data