

Jiayao Liu

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ABOUT

A digital media and visual communication student whose work explores the intersection of nature and technology through visual language.

Education

Xi'an Jiaotong-Liverpool University
Bachelor of Art, Digital Media Arts

Expected 2026

UNIVERSITY OF TORONTO (Unfinished because of pandemic)
Bachelor of Applied Science, Department of Computer Engineering

2019-2021

Wuxi Foreign Language school

2016-2019

Skills & Abilities

Applications: Microsoft Office, Photoshop, Premiere, Adobe Effects, InDesign, Illustration, Adobe Substance 3D Painter, Unreal Engine, MAYA, Blender, Keyshot, Rhino, DaVinci Resolve, Touch Design

Programming: MATLAB, JAVA, C Programming, Processing, Arduino

Transferable Skills: Engineering design process, leadership

Academic Experience

Sonic Arts - Interactive Programming 'For Bill Fontana'

- Develop the project concept
- Collect sound
- Develop the code and interaction

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

- Create storyboard
- Visual design
- Part of photographer

Teamwork in Experimental Film - 'Who stolen my delivery'

- Main Actor
- Create story
- Aftereffects and color grading

Teamwork in 3D Animation - ‘Performance’

- Creating Animation
- Create storyboard and whole story
- Visual design

Teamwork in Minor Digital Arts Project - Installation ‘Modern Paradox’

- Concept development
- Main interactive design
- Develop the main code and visual design

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

Teamwork in Engineering Strategies & Practice I (As a team member)

Solve the Stoves and Light the Hope

- Problem Statement
 - Needs (safety of stoves), Gap (flames) and Scope (prevent gas leakage and fire)
- 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) which belongs to the skills of engineering design process
- Conceptual Design Specification
 - Select ideas and vote to determine the final decision

Interests

Programming, Pop Music, Writing Novels, Analyzing Data