

Tianke He

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RESEARCH INTEREST STATEMENT

- Focus on interdisciplinary research in environmental design, interactive design, and digital arts.
- Interested in enhancing multisensory experiences in heritage conservation and the performing arts by interaction and spatial design.
- Awarded multiple times in international design competitions, with extensive experience in VR creative planing and design.

EDUCATION

Communication University of China (CUC) Beijing, China
Master of Arts in Theater (Light and Space Art Direction) Sep. 2022 - Jul. 2024

- Overall GPA:3.89/4.00 (90.5%) Rank:1st
- Core courses: Required courses: Special Studies in Contemporary Theater (95), Theatrical Environments & Space Design (93) , Audiovisual Art for the Stage (92), Environmental Lighting Design (92)

Sichuan Agricultural University (SICAU) Chengdu, China
Bachelor of Environmental Design (Landscape Architecture) Sep. 2018 - Jul. 2022

- Overall GPA: 4.03/5.00 (90.28%) Rank:3rd/126
- Core Courses: Landscape Architecture (91), Outdoor Environmental Design (96), Urban Design (96)

PUBLICATIONS

Analysis of the application and development of multimedia in the theater stage

- Author: Tianke He
- Academic Journal: Theatre House (ISSN 1007-0125; CN 42-1410/J). Oct. 20, 2023

Study on the Light and Shadow Narrative

- Author: [Tianke He](#), Xiaoxi Liu
- Academic Journal: Participation in the 15th Asia Lighting Conference (Seoul, South Korea). Aug. 24, 2024

Research on cross-media perception of city night image through a cognitive model

- Author: Xiaoxi Liu (Graduate Tutors), [Tianke He](#), Bowen Yang, Yifei Li
- Academic conference: Participation in the 14th Asia Lighting Conference (Tokyo, Japan). Aug. 22, 2023

Exploring the Poetic Expression of Multiple Spaces in Tian Qinxin's Theatre--An Example of the 2001 Version of Rampage

- Author: [Tianke He](#), Mengyao Zhu
- Academic conference:2023 Tsinghua National Image Forum (Beijing, China). Nov. 1, 2023

Research on symbolic consumption from the perspective of landscape society -- Take the Dream of Red Mansions and City of Fantasy as an example

- Author: Mengyao Zhu, [Tianke He](#)
- Academic conference:2023 Tsinghua National Image Forum (Beijing, China). Nov. 1, 2023

PROJECT EXPERIENCE

2023 Chengdu - The 81st World Science Fiction Convention Oct. 2023

- "RUYUNWEIAN" participated in the exhibition and led the installation design and site construction.

World Design Congress 2023 Sep. 2023

- Create a microfilm on artificial intelligence, spanning from scriptwriting to script generation to short film production, utilizing advanced AI tools like ChatGPT, MidJourney, and Runway.

"Growing Picture" Invitational Exhibition of young AI artists Jul. 2024

- Adapt the Nobel Prize-winning literary work "The Adventures of Nils Holgersson" into an AIGC creative short film, and participate in exhibitions and salon sharing as a director and video producer.

Beijing 1910 Creative Park "Fantasy Night - Light and Shadow Art Festival" Aug. 2023

- Led the planning and execution of the Light and Shadow Art Festival, where I designed an innovative 200-square-meter interactive 'Millionaire Game' installation, which attracted significant public participation.

Specification for evaluating the quality of the light environment in kindergarten classrooms Dec. 2022

- Conducted English literature and data collection, and authored the literature review.

Landscape Design for Central Wetland Park (24 ha), Yaan, Sichuan Province Nov. 2021

- Proposed to take regional culture "Sanya" as the theme, participated in part of the landscape node design including modeling, rendering and other work, and was also responsible for the layout of the bid.

WORK & INTERNSHIP

Chengdu, Sichuan University of Media and Communications  | Assistant teacher Jul. 2024-present

- Taught the course "Research in Architecture and Environmental Design" in the College of Art Design and Animation

Beijing, FUNSHINE CULTURE  | Designer of planning Department Apr. 2024-Jul. 2024

- Participated in the project to produce a promotional video for the 15th National Games of the Hong Kong-Zhuhai-Macao Greater Bay Area in 2025, utilising AI software such as MidJourney and Runway to produce the video
- Designed XR scenes for Shanghai 1862 Shipyard
- Led the planning of VR projects for historical and cultural preservation, including the ancient city wall ruins in Zhengzhou and the Dunhuang murals

Chengdu, Jones Lang LaSalle  | Marketing Intern Oct. 2023--Apr. 2024

- Managed advertisement placement and conducted data analysis on Baidu, Netease, and Jittery platforms, creating new strategies to support marketing campaigns.
- digital people live online promotion, white paper release and media conference preparation, office upgrade and renovation design as well as annual meeting planning and design, etc.

Beijing, United Nations Development Programme  | New Media Intern Aug. 2023-Oct.2023

- Provided real-time reporting on UN urban renewal projects and managed multi-platform content distribution (WeChat Video Channel, WeChat Official Account, Xiaohongshu, Douyin), while coordinating with KOLs to enhance event promotion and increase public engagement.

Beijing, Baidu Online Network Technology Co., Ltd  | Product Operations May. 2023-Aug. 2023

- Conducted daily analysis of platform user activity and responsiveness, providing actionable insights to enhance user experience
- Collaborated closely with the development team to implement iterative updates based on real-time user insights, ensuring the mini-programs were more intuitive and user-friendly.

Shanghai, Xingin Information Technology Co., Ltd  | User Operations Intern Feb. 2022-Aug. 2022

- Led communication and coordination with over 400 camping masters in China, identifying and onboarding over 200 camping merchants on the Xiaohongshu APP, significantly increasing the total from 36
- Organized and planned outdoor merchant activities, fostering community engagement and enhancing platform visibility

AWARDS & HONOURS

It has won 64 awards, including 27 national awards and 9 provincial awards.

scholarships

- National scholarship, Communication University of China 2023
- First-class academic scholarship, Communication University of China 2023

Artistic Achievements

- Gold Award for Environmental Design Works, China Visual Art Yearbook 2023
- Third Prize, Second Global Virtual Curatorial Competition for University Student 2023
- Excellence Award, 2nd Chinese and Italian Youth Art Design Competition 2022
- Silver Medal, 2020 Architectural Design Exhibition for Developing Countries 2021
- First Prize, China Landscape Architecture Society Student Design Competition 2020

Honorary Title

- 2024 Outstanding Graduates of Communication University of China 2024
- Merit student of Communication University of China 2023

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EXTRACURRICULAR ACTIVITY

Sichuan-Chongqing Masters and Doctors Association Nov. 2022- present

- Position: Main members
- Job description: Supporting the government in talent attraction efforts from overseas by consistently hosting events, including inviting students from renowned overseas universities to share their experiences of living abroad and conducting a series of informative lectures.

Institute of Future Architects Nov. 2023- present

- Position: Editor
- Job description: Responsible for writing and typesetting the "Film and Architecture" column.

Rural Teaching Support Association Jun. 2019 & Jun. 2021

- Position: Art Teacher
- Job description: Focused on supporting left-behind children in rural areas by promoting balanced art education between urban and rural children. Each summer, I traveled to impoverished villages to teach unique courses, including cheerleading and painting, which were highly appreciated by the students. Our team was recognized as one of China's Top 100 Outstanding Summer Social Practice Teams.

Student Career Development Center, Sichuan Agricultural University Jun. 2019 & Jun. 2020

- Position: Publicity Department Student Union President
- Job description: Planned and organized over 40 school-level activities and authored and published 30 tweets on the official "SICAU Employment" public media account.

SKILLS

- **Design Software:** Proficient in graphic design tools such as Photoshop, Illustrator, and InDesign, as well as 3D modeling and rendering software including SketchUp, AutoCAD, V-Ray, Enscape, DIALux, Lumion, and Depence.
- **AIGC:** Experienced in leveraging Artificial Intelligence Generated Content (AIGC) for creating visuals, video editing, and production.
- **Digital Media Art:** Skilled in interactive design using tools such as TouchDesigner, Kinect, and Unity for innovative digital media projects.
- **New Media Operations:** Capable of creating and managing content for public platforms, including writing, layout design, and interactive web content production.

SPECIALTIES & HOBBIES

Cheerleading

- Third place in the World Cheerleading Championships, Orlando, USA (2014).
- First prize in the National Cheerleading Championship, Chongqing, China In (2017).

Handcrafted Model Making

- Passionate about creating detailed handcrafted models, sharing my work on social media. Gained a following of over 2,000 fans, with videos and posts garnering over 500,000 views.