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# LIU CHANG

Born in Beijing, China.

Live in New York.

+1 9178037029

[mhliuchang@gmail.com](mailto:mhliuchang@gmail.com)

[www.liuchang.work](http://www.liuchang.work)

## Bio

Liu Chang is a visual artist based in New York. Chang's practice ranges from audiovisual installation to algorithmic art and interactive installation. She currently focuses on computational art and expands her interests into different mediums. Chang is a co-founder of [Hibanana Studio](#), and a research fellow in NYU-ITP.

## Education

**2016 M.P.S** | Interactive Telecommunication Program, New York University, U.S;

**2014 M.F.A** | Interactive Arts in Department of Digital Art, Pratt Institute, U.S;

**2009 B.A** | TV/Film Director, Chongqing University of Post and Telecommunication;

## Work Experience

**NYU-ITP, New York University, NY**

Research Fellow, 2016.8 – 2017.7;

**Hibanana Studio, New York/Beijing, U.S/China**

Founder, 2011 – Present;

**Droga5 LLC, New York, NY**

Creative Technologist Intern, 2015 summer;

**Processing Foundation, New York, NY**

Contributor of p5.js group, 2015 – present;

**Harvestworks, New York, NY**

Intern, 2014 summer;

## Solo Exhibition

2016 | "Code is Beautiful", FOU Gallery, Brooklyn, New York, U.S(Upcoming)

2015 | Wild Growth, LMNL Gallery, Philadelphia, PA, U.S

2014 | INFINITE 115, Columbia University Graduate School of Architecture, Planning and Preservation, New York, USA.

## Selected Group Exhibition(Details in website)

2016.7 | "Dilation", FILE Festival 2016, FILE Anima+, FIESP Cultural Center – Ruth Cardoso, Sao Paulo, Brazil;

2016.7 | "INFINITE", FILE Festival 2016, Video Art, FIESP Cultural Center – Ruth Cardoso, Sao Paulo, Brazil;

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2016.2 | “Wild Growth”, Cross-Cultural Dialogue: Sino-American Art Students Exhibition, Jacob K. Javits Convention Center, New York, U.S;

2016.1 | “Wild Growth”, “New Impression” Light and Visual Art Exhibition, Hong Museum, Chengdu, China;

2015.12 | “Dilation”, BIG SCREEN Show, IAC Building, New York, U.S;

2015.11 | “INFINITE” , “IMAGINE” Animation Festival, Espacio Fundación Telefónica, Lima, Peru.

2015.9 | “INFINITE”, "Reconstruction", A4 Contemporary Arts Center, Chengdu, China;

2015.9 | “Aquarium”, Maker Faire New York, New York Hall of Science, New York, U.S;

2015.9 | “Social Clinic”, Internet Yami-Ichi, The Knockdown Center, New York, U.S;

2015.8 | “INFINITE”, ACM SIGGRAPH 2015, Los Angeles, U.S;

2015.8 | “INFINITE”, Carroll/Fletcher Gallery, London, England;

2015.6 | “Wild Growth”, The FILE – Electronic Language International Festival, FIESP Cultural Center, Sao Paulo, Brazil;

2015.5 | “INFINITE”, “Moving In Time, B3+Beijing Moving Image Exhibition”, CAFA Art Museum, Beijing, China;

2015.4 | “INFINITE”, STRP 2015 Festival SCREEN ON | ON SCREEN Screening, Eindhoven, Netherlands;

2014.11 | “INFINITE”, Double Vision – The Culture China Overseas Chinese Women’s Invitational Exhibition, He Xiang Ning Museum, Shenzhen, China;

2013.11 | “Endlessness of Things”, “NighTime-Dreamreal” The first international contemporary design exhibition, Power Station of Contemporary Art Museum, Shanghai, CHINA;

2013 | “Endlessness of Things”, AV@ARNew Media Art Exhibition, CMoDA (Digital Art Museum of China), Beijing, CHINA.

2012 | “Manufactured Landscape-Dreamland”, CMoDA°jX MIDEA LAB Animation New Media Art Screening Program, CMoDA, Perth, Australia;

2011 | “Manufactured Landscape-Dreamland”, The First Beijing International Design Triennial, The National Museum of China, Beijing, CHINA.

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2011 | “Manufactured Landscape-Dreamland” Multi-media installation Exhibition, ZAI Gallery, Shenzhen, CHINA.

**Selected Press:**

2015 | Social Clinic, Hyperallergic, US

2015 | “Meeting New Yorker” TV Interview, SINOVISION,US

2015 | Social Clinic, The New York Times, US

2014 | Wild Growth, Blog, Creators Project, US

2014 | Wild Growth, Makezine Magazine, US

2014 | Interview, SINO Vision TV Station, New York, US

**Selected Publication:**

2015 | Magazine, 《IT经理世界》(《CEOICIO》), 野蛮生长-无序中的有序;

2015 | Catalog, 《FILE SÃO PAULO 2015: THE NEW E-MOTION》, Published by FILE SÃO PAULO 2015;

2014 | Catalog, 《Double Vision: The Cultural China – Overseas Chinese Women’s Invitational Exhibition》, Published by He Xiang Ning Museum;

2012 | Magazine 《New Younger》 Commemorative Issue-“Top 100 Outstanding Young Artists”;

2011 | 《First Beijing International Design Triennial》, China Building Industry Press;

**Workshops/Talks:**

2016/6 | “Experiments in Photography” Panel Discussion, Adobe Series Talk, ebay NY HQ, New York, U.S

2015/6 | “CrossOver” Algorithm Art in Processing Workshop, Bluecadet, Philadelphia

**Fellowship and Honors:**

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2014-2016 | TSOA Graduate Scholarship, NYU, NY;

2013 | Pratt Institute Grad School Scholarship, NY;

2012 | Award of the Academy of Reciprocal Enlightenment, Immersion Art and technology Workshop in Shanghai Biennale;

2011 | Award of The First Beijing International Design Triennial Exhibition, Beijing, China

**Languages:**

English and Mandarin

**Skills:**

Creative Coding: Java, Javascript, HTML/CSS;

Prototyping: Arduino, Kinect, Computer Vision;

Art Direction: Curating, Exhibition Design, Museum, Stage Design. FILM/TV Director;

Production: Art Installation, Video Production, Interactive Installation

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