

Jiaqi Liu

born 2001 in Beijing, China; lives and works in Chicago, IL & New York, NY

EDUCATION

School of the Art Institute of Chicago, Chicago IL Sep 2024 - May 2026

MFA in Studio, Art and Technology / Sound Practices

- Pritzker Fellowship, Joan Truckenbrod Scholarship, Ox-Bow Merit Scholarship

Harvard University, Derek Bok Center for Teaching & Learning, online Sep 2024 - Nov 2024

Certificate in Higher Education Teaching

Cornell University, Jacobs Technion-Cornell Institute, New York, NY Sep 2022 - May 2024

Dual-MS in Computer & Information Science | GPA: 4.10/4.30

- Connective Media Fellowship, Jacobs Institute Specialization Project Funding Grant, \Art Microgrant*3

New York University, Tisch School of the Arts, New York, NY Sep 2019 - Dec 2021

BFA with honors in Photography & Imaging; minors in Computer Science and Web Programming | GPA: 3.97/4.00

- summa cum laude, Founder's Day Award, Dean's List all semesters, Academic Excellence Award, Future Artists Scholar Wasserman Center Internship Grant, Thomas Drysdale Production Grant

PROFESSIONAL EXPERIENCE

Curatorial Assistant, SAIC Galleries, Chicago, IL Sep 2024 - Present

Projects: Fall 2024 Undergraduate Exhibition, Spring 2025 Undergraduate Exhibition

- Coordinated two exhibitions showcasing the work of 500+ graduating seniors across 26,000 sqft of gallery space
- Specialized in managing projects involving non-traditional mediums such as mixed-media installations and interactive works, overseeing the application, jurying, and installation processes
- Facilitated faculty-curated sub-exhibitions for capstone courses through class and site visits
- Introduced, designed, and implemented tech solutions, such as web programming and data analysis, to transform traditional arts administration processes, significantly enhancing efficiency and organization

Founding Product Designer, voyadoc (Health Tech Startup), New York, NY Dec 2023 - May 2024

- Led the product design of a medical tourism platform that connects patients with top-tier medical providers worldwide
- Conducted comprehensive market analysis and user research, employing methodologies such as surveys, interviews, and focus groups to identify strategic market positioning and user preferences, driving informed design decisions
- Drafted and designed compelling business plan documents and presentations, communicating the firm's vision, potential, and value proposition to mentors, venture capital investors, and strategic partners
- Leveraged iterative design methods to evolve and refine visual elements and prototypes, ensuring seamless enhancement of user experiences and fostering smooth collaboration among cross-functional teams

Product Designer, MindWareMedia (EdTech Research Company), New York, NY Sep 2021 - Jun 2022

Project: Equitable Futures Innovation Network (commissioned by UCI's Connected Learning Lab, funded by Gates Foundation)

- Led the design and implementation of a research-based app that helps the youth develop deeper identities toward career pathways, from initial conceptualization to launch
- Conducted user research in collaboration with the research team to determine feature set and strategy
- Built journey maps, wireframes, and animated prototypes to communicate user flows and interactions to product managers and engineers
- Designed the app's visual identity and created style guides, graphic assets, and visual effects accordingly

Product Designer & Web Developer, CREATE Lab, New York University, New York, NY Nov 2020 - Jun 2022

Projects: Cognitive Science DIY: Language Science (funded by OSU BETHA Grant & NYU IHDSC Seed Award); Digital Reference of Experiments and Assessments Manager; Looking Inside (funded by Verizon Foundation)

- Ideated, designed, and launched an online interactive education platform that teaches teenagers about scientific research methods and guides them to conduct their own experiments in language science
- Re-designed the user experience and visuals of the lab's digital management system for research experiments and data
- Created a real-time data analytics dashboard that allows researchers to engage live as they conduct experiments
- Led prototype development from wireframes to high-fidelity mockups and validated concepts with user testing
- Contributed to the frontend development of these products using React and SASS

BioArt Research Assistant, Danino Lab, Columbia University, New York, NY

Mar 2020 - Dec 2021

- Performed bacterial imaging experiments
- Utilized 3D modeling, scanning, printing, and other post-photographic techniques to create bacterial artworks
- Conducted research on contemporary science-based and science-inspired artworks
- Created graphics and illustrations for scientific publications

3D Specialist, LaGuardia Studio, New York, NY

Mar 2020 - Jun 2020

- Held daily Q&A sessions to assist clients across different industries with 3D scanning, modeling, and printing needs
- Created a wiki page that includes information and workflows of 3D machines, materials, and software used in the studio
- Performed preventative maintenance on all production machines and managed supply inventory

FREELANCE EXPERIENCE

Independent Artist

Jan 2017 - Present

- Portfolio: www.jiaqiliu.com
- Specialized in conceptual art, public art, nature and land art, new media art, video art, photography, and sculpture
- Exhibited worldwide, including at the Metropolitan Museum of Arts (New York, US), Brooklyn Bridge Park (New York, US), AMC Empire Theatre (New York, US), Microscope Gallery (New York, US), Czong Institute for Contemporary Art (Gimpo, South Korea), Jupiter Art Museum (Shenzhen, China), Galerie KUB (Leipzig, Germany), and on large public screens in Denver (US), Kalamata (Greece), and Rethymno (Greece).

Filmmaker & Photographer

Jan 2017 - Present

- Took on leadership roles in multiple film productions, focusing on directing, production design, and cinematography
- Received recognitions from competitions and festivals worldwide, including Rhode Island International Film Festival, Tribeca Institute's "Our City, My Story" short film competition, Rookie Award, FIRST International Film Festival, Bartur Photo Award, Orlando Film Festival, Chinese Youth Film Week, Vision Youth Award, CineCina Film Festival, and more
- Commissioned to produce photos and videos for renowned events & celebrities around the world. Clients include New York Fashion Week, Strawberry Music Festival, Modern Sky Music Festival, Adrianne Ho, Jin Chen, and Song Dongye

TEACHING

Instructor, Microsoft TEALS, online

Sep 2024 - Present

- Introduction to Programming with Python: Creative Coding (Fall 2024, Spring 2025)

Teaching Assistant, School of the Art Institute of Chicago, Chicago, IL

Sep 2024 - Present

- ATSP 4137 Poetic Systems (Spring 2025 - Prof. Judd Morrissey)
- CP 1010 Core Studio Practice I (Fall 2024 - Prof. Amy Vogel & Prof. Benjamin Larose)

Teaching Assistant, Cornell University, New York, NY

Jan 2023 - May 2024

- INFO 6940 Participatory Design for Digital Making (Spring 2024 - Prof. Niti Parikh)
- CS 5356 Building Startup Systems/Full-stack Web Development (Spring 2024 - Prof. Danny Perez)
- CS 5112 Algorithms and Data Structures for Applications (Fall 2023 - Prof. Thomas Ristenpart)
- TECH 5250 Applied Technopoetics (Spring 2023 - Prof. Greg Pass)

Teaching Assistant, New York University, New York, NY

Jan 2021 - May 2022

- CSCI-UA 2 Intro to Computer Programming (Spring & Fall 2021, Spring 2022)
- CSCI-UA 4 Intro to Web Design and Computer Principles (Spring & Summer & Fall 2021, Spring 2022)

SERVICE

Art Juror, Scholastic Art & Writing Awards - American Visions Awards, New York, NY

Jan 2025

Writing Juror, Scholastic Art & Writing Awards, New York, NY

Jan 2025

SKILLS & TOOLS

Art & Design: Digital & Analog Photography, Videography & Editing, Creative Coding, Web Design & Development, 3D Modeling, 3D Scanning, 3D Printing, Production Design & Construction, Experience Design, Graphic Design, Drawing, Painting, Crafting

Creative Tools: Adobe Creative Suite (InDesign, Illustrator, Photoshop, Lightroom, Premiere), Figma, Sketch, Autodesk Fusion 360, Maya, SolidWorks, ZBrush, Blender, Metashape

Programming: Python, Java, JavaScript, TypeScript, PHP, HTML, CSS, SASS, jQuery, React.js, p5.js, RiTa.js, Processing

Languages: English (Native), Chinese Mandarin (Native), Spanish (Beginner)