

GIA'S RESUME:

LÍU WÉN
刘 文

GIA LÍU
GIA6.LIUWEN@GMAIL.COM
CARGOCOLLECTIVE.COM/GIALIU
408.797.9005

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EDUCATION

BA: DESIGN MEDIA ARTS. 2018
UNIVERSITY OF CALIFORNIA, LOS ANGELES

I was born and raised in Ankang, China (1991) and came to the United States in 2012 to receive a college education. In 2018, I graduated Cum Laude for my BA in Design Media Art at the University of California Los Angeles. Upon graduation, I'm deciding to stay in Los Angeles and build a career as a new media artist and creative designer.

My goal is to have a job opportunity in production, design, and media. Having experience in old and new media, challenges me to push the limits of possibility. I am a quick adapter and an excellent communicator who is eager to work collaboratively or independently on projects from conception to final production.

WORK EXPERIENCE

AERIAL YOGA INSTRUCTOR | VOGUE CLUB FITNESS, Shaan'xi, China | WINTER 2018
PRINTING SPECIALIST | UCLA DMA PRINT LAB, UCLA, CA | SUMMER 2016 - 2017
MEDIA GRAPHIC DESIGNER | DISNEY CLUB at UCLA LEADERSHIP TEAM | FALL 2015 - 2017
MEDIA EDITOR INTERN | HELAI STUDIO, Shaan'xi, China | SUMMER 2016
GRAPHIC DESIGNER | PENINSULA TRUCK REPAIR INC, Redwood City, CA | SUMMER 2016
WEB MODEL | ELSA & ROSE SWIMWEAR, Bay Area, CA | SPRING 2014

SKILLS HIGHLIGHTS

ADOBE SUITE: Illustrator | Indesign | Photoshop | Lightroom | Aftereffects | Premiere Pro
OTHER SOFTWARES: Microsoft Office | Dragon-Frame | Maya | Cinema 4D | Social Media Sites
BILINGUAL: CHINESE | ENGLISH

ACHIEVEMENTS AND ACTIVITIES

BOARD GAME DESIGNER | UCLA GAME ART FESTIVAL 2017 | HAMMER MUSEUM
EXHIBITION PARTICIPANT | DMA UNDERGRADUATE EXHIBITION 2017 | NEW WIGHT GALLERY

RELEVANT COURSEWORK

TYPOGRAPHY | FORM | MOTION | ANIMATION | VIDEO | NARRATIVE | INTERACTIVITY | 3D MODEL
PUPPETRY | GAME DESIGN | WORDS + IMAGE | DIGITAL PHOTOGRAPHY | NETWORK MEDIA
BRANDING + PRODUCTION DESIG

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教育背景

加州大学洛杉矶学院 新媒体艺术设计 2018届 本科

中国陕西制造（1991年），2008年开始正统学习传统绘画，2012年前往美国加州接受大学教育。2018年以优异成绩毕业于洛杉矶加利福尼亚大学新媒体艺术设计学士学位。在新旧媒体的交替探索下，我决定留在洛杉矶并去挑战和体验以新媒体艺术和创意设计为主的职业升级。我是一个高效的速学者并拥有优秀的团队沟通能力。无论是团队合作还是独立工作，都有能量和信心去完成。我的目标是寻求在平面设计，生产设计和新媒体艺术设计方面的工作机遇。

工作经验

空中瑜伽师 | VOGUE 健身俱乐部 — 陕西, 中国 | 冬 2018
印刷实验室打印指导 | UCLA DMA 印刷实验室 — 洛杉矶, 加利福尼亚 | 夏 2016 - 夏 2017
平面设计师 | UCLA 迪士尼 学生会领导团队 — 洛杉矶, 加利福尼亚 | 秋 2016 - 秋 2017
摄影后期助理 | HELAI 工作室 — 陕西, 中国 | 夏 2016
平面设计师 | PENINSULA 卡车维修公司 — 红杉城, 加利福尼亚 | 夏 2016
网拍模特 | ELSA & ROSE 泳装 — 湾区, 加利福尼亚 | 春 2014

能力重点

Adobe 套件: Illustrator | Indesign | Photoshop | Lightroom | Aftereffects | Premiere Pro
其他软件: Microsoft Office | Dragon-Frame | Maya | Cinema 4D | Social Media Sites
双语: 中文 | 英文

荣誉

游戏设计 | 洛杉矶加利福尼亚大学 2017年度游戏艺术节 | HAMMER 博物馆
展览参与者 | DMA 2017年度本科生作品展览 | NEW WIGHT GALLERY

学习经验

字体印刷 | FORM | MOTION | 定格动画 | 视频剪辑 | NARRATIVE | INTERACTIVITY | 3D MODELING
玩偶设计 | 游戏设计 | 文字 + 影像 | 数字摄影 | 网络媒体 | 品牌 + 包装出产设计

I Haven't Met All of Me Yet

Project Description:

An installation project to explore and study my identity throughout the shift of my sexual orientation, behavior and appearance. I want to emphasize that identity is fluid and shifts throughout my life and the ways I behaved and expressed myself are shaped by the cultures and society in which I participate in. By re-stage "me" in the performance, I want to furthermore explore what have I been experienced in life so far in order to build up this "me" right now. Allow "me" to keep wonder how will the future to shape "me" again in my unknown journey.

Expected Media:

- 7 Self-Portraits - Throughout 2008 - 2018.
 - “童年” “Childhood” (painting) + (a small painting book)
 - “家” “Home” (guitar) + (music score “ ‘故乡的云’ homeland clouds” + guitar picks)
 - “友谊” “Friends” (photography) + (films)
 - “爱情” “Love” (whitedress) or (reddress) + (little love letters + films)
 - “食物” “Food” (food + art + books + knowledge)
 - “挑战” “Challege” (yoga) or “困难” “Difficulty” (squat)
 - “价值” “Values” (ucla) + (dma course paper + School badges and motto)
 - “未来” “Future” (white paper) + (Fortune cookie + Own Message)

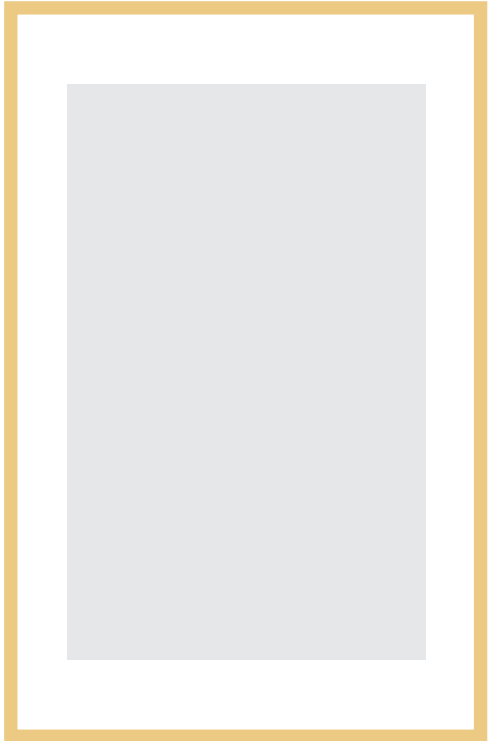
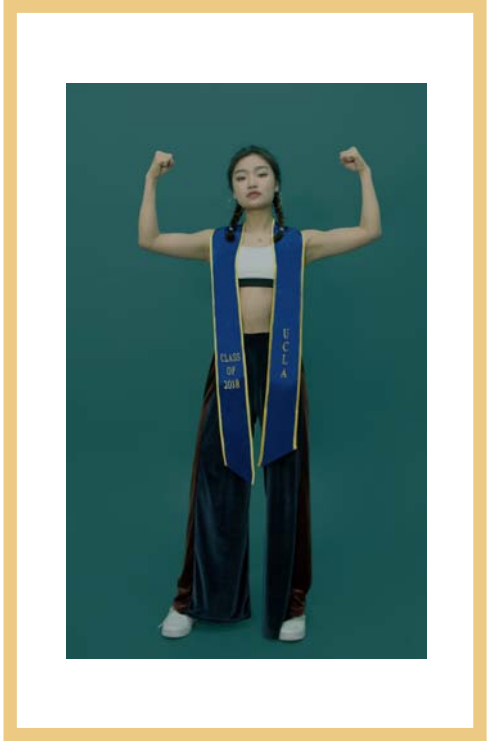
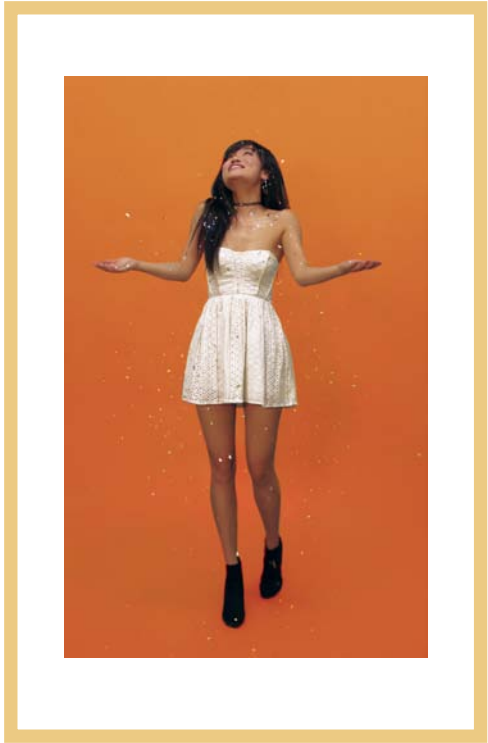
Annie Lamott told us, “We contain all the ages we have ever been.”
Gia agrees and response, “Fuck Future, I’m coming.”

- 7 Prints in size 18'' x 24''
- one white paper in size" 18x 24''
- 8 light-color wood frame or white frame(?)
- 8 white paper bags with own tag on it (?)

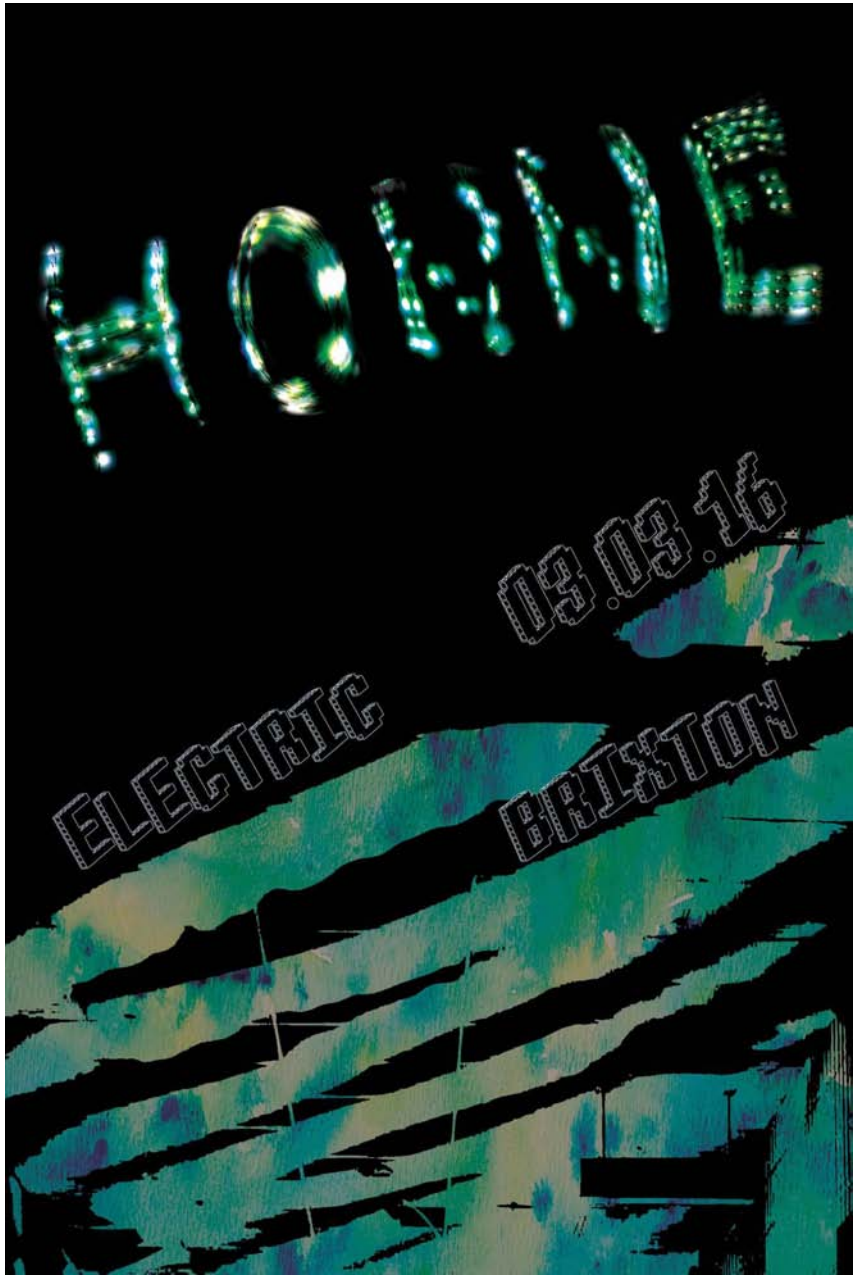
Questions:

1. the backcolor (如何让背景颜色更统一和和谐。挑选出最终的选择以及需要修正的姿势)
2. the ltems in the bag (字体是直接打在袋子上还是tag上)
3. the message from the fortune cookies (信息是够可以写的更好)

I Haven't Met All of Me Yet



Warm on the Cold Night - HONNE (Poster)



Warm on the Cold Night - HONNE (Cover Design)



Floating in Chinatown

