

Yanning WANG

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Address: Nanning City, Guangxi Province, China

EDUCATION BACKGROUND

Xi'an Jiaotong-Liverpool University | Major: Digital Media Arts 09/2022 - 07/2026

University of Liverpool (UK) 09/2022 - 06/2026

WORK EXPERIENCES

Intern, East China Game Group | Beijing BlueFocus Communication Group (based in Shanghai) 06/2024 - 09/2024

- Supported advertising campaigns for clients including NetEase Games, Tencent TiMi Studio, Xiaomi Games, and Google.
- Created promotional materials across multiple formats, including TikTok placements, virtual influencer content, video ads, and graphic ads.

News Channel Intern | Guangxi Radio and Television Station 06/2023 - 09/2023

- Designed promotional posters and produced video content for the Guangxi Student (Youth) Games and the Chengdu FISU World University Games.
- Enhanced the visibility of the official WeChat Video Channel “Guangxi Student (Youth) Games,” achieving over 20,000 likes on a single video.

ACADEMIC RESEARCH EXPERIENCES

Project: Magnetic Symphony | 2025 | Supervisor: Tian LENG

- Conceived and executed an interactive computational art installation that visualizes the emotional “magnetic fields” between individuals.
- Designed and implemented the project independently, integrating real-time data to generate a dynamic audiovisual system.
- Translated conceptual research on synergy into a poetic expression of human interaction through programming and artistic design.

Project: A Be(-ing)(-yond) Human Sonic Interface with Tree Bark | 2025 | Supervisor: David STRANG

- Explored non-human perception of urban and natural environments through experimental sound-based research, developing a theoretical inquiry on machine audition into an embodied system.
- Designed and implemented a sonic interface where probes on a motorized track generated vibrational data from tree bark, processed into sound using Max/MSP.

COMPETITION EXPERIENCES

Designer | “Twilight Zoom” | 2025 NCDA Awards

- Developed and produced the project including scene creation, visual effects, rendering, and post-production.

Award: Third Prize, Jiangsu Division

Designer | “BREATH” | 5th Digital Media Art Exhibition, School of Film and Creative Technology, Xi’an Jiaotong-Liverpool University 2024

- Explored posthumanist concepts through the creation of an immersive interactive space that employed primal breathing as a medium of communication and perception.

Designed sound–visual interaction systems and managed the overall exhibition layout and presentation.

Award: Awarded The Best Installation Project Award

EXTRACURRICULAR ACTIVITIES

“XJTLU DMA Class” | Publicity Officer

06/2023 - *NOW*

- Managed class publicity and supported daily administration for the Digital Media Arts program.

“Guangxi University Admissions, XJTLU” | Admissions Volunteer

06/2023 - 07/2023

- Supported university admissions by assisting prospective students and parents with application inquiries and enrollment guidance.

“XJTLU Guitar Society” | Minister of Planning and Liaison of Guitar Society

09/2022 - 09/2023

- Planned and organized daily activities of the guitar society and managed other members and tasks of the planning and liaison department.
- Organized events such as the “One Tree Sing-Along” and “Winter Sing-Along,” with over 200 participants per event. Coordinated with other societies to organize the “Society Culture Festival,” which attracted over 5,000 participants.

AWARDS

University Academic Excellence Award 2024-2025 Academic Year

The Best Installation Project Award at XJTLU 2024

13th National College Digital Art&Design Awards (2025 NCDA Awards) - Third Prize, Jiangsu Division

QUALIFICATIONS & SKILLS

Languages:

Chinese Mandarin, English

Computer Software:

TouchDesigner | JAVA | p5js | Arduino | Blender | MAYA | UE5 | After Effects | Marvelous Designer | Illustrator | Photoshop | Premiere Pro | DaVinci Resolve | InDesign | Figma

Hobbies:

Guitar | Traditional Chinese Instruments (Bamboo Flute, Hulusi) | Go (Weiqi) | Calligraphy | Digital Media & Internet Culture | Culinary Exploration