Jintong Yang

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Education

University of California, Santa Barbara **2025–Ongoing**
PhD in Media Arts and Technology Santa Barbara, CA

- GPA: 3.96/4.0 | Coursework: *Arts and Technology, Designing Expressive Technologies, Human-Computer Interaction.*

School of Visual Arts, New York City **2020–2023**
MFA in Computer Arts New York, NY

- GPA: 4.0/4.0 | Coursework: *Theory, Criticism and History of Time-Based Media, New Media Theory, Production Issues.*
- Awards: SVA Paula Rhodes Memorial Award 2023, MFA Computer Arts Awards & 2023 Thesis Finishing Grant.

Beijing International Studies University **2016–2020**
BA in Trade Economics (International Cultural Trade) & BA in English Beijing, China

- GPA: 3.79/4.0 | Coursework: *International Trade, Advanced English Communication, English Language & Culture.*
- Awards: BISU 2020 Outstanding Graduate & Merit Student Award (2017, 2018, 2019).

Research Experience

Graduate Researcher & Technical Director **Aug 2026–Present**
Museums of What Will Have Been, a critical participatory theater (PI: George Legrady) Santa Barbara & Chicago

- Co-developed a participatory performance, staged as a tour of a future museum, with a PhD collaborator at Northwestern University. The work examines archival violence, institutional authority, and unreliable narration.
- Premiering at the Rhinoceros Theater Festival in Chicago, IL (Oct 2026).
- Designed twelve participatory moments in which visitors categorize, evaluate, and annotate artifacts, to study how audiences co-author the museum's narrative through observation, annotations, and interviews.
- Explored how an AI guide's authority shapes audience trust in historical records, drawing on critical media futurism.

A Shared Interface for Interactive Plotter Design: From Drawing to Paper Embroidery **Mar–Jun 2026**
Co-Researcher, MAT 238: Creative Motion Control *Santa Barbara, CA*

- Investigated how artists can intervene while a machine is running, building an interactive plotter that generates moiré patterns by streaming G-code through grbl in real time. Designed perceptual controls mapped to motion parameters for artists who neither draw nor code; extended the system to paper embroidery.
- Exhibited at the MAT End-of-Year Show *Regency:* (June 2026).

Research Assistant **Oct 2016–Jun 2018**
National Institute of Cultural Development Beijing, China

- Analyzed trends in international cultural trade and services, contributing to research on promoting Chinese cultural heritage, such as Peking Opera, through emerging media.
- Co-wrote and edited cultural trade publications, including the New York City chapter of *Research on Beijing International Sister Cities: Cultural Market Volume* (Li, J., 2019).
- Prepared materials for lectures and conferences, including cooperation talks with the Serbian Embassy and the China–Central and Eastern European Countries Cultural and Creative Industry Forum, and compiled monthly newsletters.

Teaching Experience

Academic Writing & Graduate Application Mentor **May 2025–Present**

- Mentored students applying to graduate programs, providing end-to-end guidance on research proposal development, academic writing, and application strategy. Guided literature review and research framing in humanities and social sciences.

K-12 Distance Support Teaching **Nov 2018–May 2020**
Beijing International Studies University Beijing, China

- Conducted weekly online classes for K-12 students in rural Gansu Province, China, integrating fundamental knowledge with hands-on activities rooted in local traditions. Taught over 50 children, accumulating a total of 98 teaching hours.

Work Experience

UCSB Graduate Student Association (GSA) - Social Media Coordinator **Feb–Jun 2026**
University of California, Santa Barbara Santa Barbara, CA

- Manage GSA's social media presence, official website, and Shoreline page, including poster design in Canva, interview coordination and filming, video editing, and visual newsletters weekly.

Technical Artist / Associate Artist **Nov 2023–Feb 2025**
SOLID PIXELS New York, NY

- Conducted research on generative AI techniques such as StyleGAN for live performance, and developed interactive UIs and video content for exhibitions and events in China and the United States.
- Contributed to the visual and interaction design of the performances at Park Avenue Armory (Dec 2024), New York.
- Optimized and organized digital assets by refining 3D-scanned models and establishing efficient archiving workflows.

Freelance Digital Designer **Jun 2023–Feb 2025**

- Designed and produced films, animation, and motion graphics content for commercial and independent projects, working with clients such as Sotheby's, Iron, Wood & Glitter Productions, and Ascension 180 LLC.

Lab Assistant **Jan–Dec 2022**
MFA Computer Arts Lab, School of Visual Arts New York, NY

- Posted departmental announcements and event information, and conducted data collection and analysis on graduate outcomes to assess program impact and improve communication between students and faculty.
- Managed and maintained audiovisual equipment and assisted with departmental exhibitions, handling technical setup, logistics coordination, and on-site support for media productions.

Media Intern **May–Aug 2019**
China Television Drama Production Industry Association Beijing, China

- Assisted in event preparation, organized interviews, and drafted written materials, including copywriting for television drama events. Designed promotional videos, posters, marketing materials, and visual themes for events.

Skills

Research: Scoping & Systematic Reviews, Qualitative Methods (Coding, Thematic Analysis, Observation, Interviews, Participatory Design, Ethnography), Quantitative Methods (Survey Design, Econometrics, Data Analysis in Python), Mixed Methods, Prototyping

Creative: Cinematography, Animation, Data Visualization, Performance, Immersive Experience, Visual Design, Interactive Design

Technical: Python, JavaScript, HTML/CSS; Adobe (Photoshop, After Effects, Premiere Pro, Illustrator, Audition), Blender, TouchDesigner, Unreal Engine, Figma, Arduino, p5.js

Achievements

Jun 2026 | Certificate in Inclusive Teaching (CIT), UCSB
Dec 2025 | Pillars of Teaching Assistantship Certificate, UCSB
Jan 2024 | 2nd Place Prize in "Performance", NYC IO Film Festival
Jan 2024 | 7th NYNG "BEST INSTALLATION", New York Nil Gallery
Sep 2023 | Shortlisted, Global Design Graduate Show 2023 in collaboration with Gucci
Sep 2023 | Selected Artist, *LAYERS OF REALITY*, Romanian Cultural Institute, New York, NY
Jun 2023 | Artist, *change of he(art)*, SVA Chelsea Gallery, New York, NY
Dec 2022 | Artist, *Lonely ROCKS*, Art Basel Miami Beach 2022, Miami, FL
Jul 2020 | Outstanding Graduate, Beijing Regular Institutions of Higher Education
Feb 2018 | Outstanding Works Award, Design, ArtOne Awards: The 1st International Design Competition
Apr 2018 | 3rd Prize, The 6th English Interpretation Competition, Beijing International Studies University
Apr 2017 | 3rd Prize, Computer Design Competition of Chinese College Students