

DI LIU

Spatial Designer | 3D Artist | London
www.liu-di-liu-di.net | liudi2333@gmail.com

EDUCATION

ROYAL COLLEGE OF ART, ARCHITECTURE, RIBA PART2

Master of Arts

London, UK
Sep. 2022 - July 2024

CENTRAL ACADEMY OF FINE ARTS, SCHOOL OF ARCHITECTURE

Bachelor of Architecture

Beijing, China
Sep. 2015 - June 2021

- Awarded the 1st place winner of Outstanding Graduation Work of CAFA (2021)
- Awarded annual scholarships (2016-2019).

WORK EXPERIENCE

K.LAND

Co-founder, 3D Artist

Los Angeles, CA
Nov. 2023-present

Independent Film: Fire Temple-Persian Relic Project

- Delivered an animation trailer, including environment, MetaHuman, character costume and VFX, by modeling in Maya, MD and rendering in Unreal Engine.

DAK STUDIO

Interior Design Intern

Beijing, China
May - July. 2022

Alibaba Gaoqiaoyungang Office

- Developed an office interior design and façade design based on proposed architectural design by Sketch Up and Enscape.

MID STUDIO

Software Tutor

Beijing, China

Keyshot Tutorial Course

Aug. 2022

- Taught KeyShot Tutorial including course design, sessions and tutorials..

Rhino+Grasshopper Tutorial Course

Sep. - Nov.2019

- Taught Rhino & Grasshopper Tutorial to assist in homework and in-class teaching.

ATKINS CONSULTANTS, BEIJING BRANCH

Urban Design Intern

Beijing, China
June - Aug. 2019

Urban Design of Eastern Zhengzhou (2000Arc Bid 2019)

- Researched the site and context, including architecture, zoning, utilization of natural environment, arrangement of architectural spaces and façades.
- Designed and modeled 5 versions of the waterfront public space with landscape by Rhino and Sketch Up.
- Designed the TOD from the public park to the commercial mix-used complex including the sustainable roof garden.
- Drew a series of diagrams demonstrating the accessibility of commercial complex, residence and landscape etc..
- Visualized 2 daylight and 1 nightlight exterior perspectives of waterfront park and the main commercial building by Lumion + PS.

Shanghai Pudong Waterfront Office Design (Bid 2019)

- Schemed out the analysis diagrams of context of site, functional sub-areas, vehicle and pedestrian circulation.
- Designed and modeled three versions of dynamic parametric façade in Design Development phase in Grasshopper to match the sustainable concept.
- Organized and documented the specific technical-economic indices of the project according to the regulation.

CHINA NEW RURAL PLANNING AND DESIGN INSTITUTE

Architectural Intern

Henan, China
July - Aug. 2017

Rural Space-making Workshop (Completed)

- Developed a public pavilion design using recyclable discarded car tyres..
- Modeled the pavilion by Rhino+GH; Categorized the joints and testing the construction design by simulating in Grasshopper.
- Cooperated with locals in installing the joints of pavilion in the field.

CENTRAL ACADEMY OF FINE ART

Leader in the School of Architecture Students' Union

Beijing, China
Sep. 2017 - Sep. 2018

- Organized 8 communication events in college (100-500 participants) and 11 entertainment activities (20-100 participants), overall strategy (2017-2018), social media platform management (2017-2018), graphic design (2015-2018).
- Assisted academic architectural lecturers 14 times featured by official social media platform. (2016-2018)

EXHIBITION

- Group exhibition, *Beijing Urban and Architecture Biennale: The Unbuilt World*, The Phoenix Centre, Beijing, China
- Group exhibition, *Symbiosis Exhibition*, The R Space, Beijing, China
- Group exhibition, *Nice to Meet You Today Hope to See You Again Exhibition*, The Enjoy Art Museum, Beijing, China

Sep. 2021

Aug. 2021

June 2021

SKILLS

- 3D Software : Rhinoceros, Grasshopper, Sketch Up, Enscape, Lumion, KeyShot, Blender, MarvelousDesigner, Unreal Engine
- 2D Software : Adobe Illustrator, Photoshop, InDesign, Final Cut Pro, Motion.
- Language: English and Mandarin; Germany learner.