

Jade Liu

Fine Artist/Art Educator/UX UI Designer

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Jadeliuart123.com

WORK EXPERIENCE

Young Rembrandts, Irvine—Art Instructor

July 2023 - Present

- Teaching children's drawing with age of 5-11

West California Academy of Art and Design, San Gabriel—Art Instructor

July 2021 - August 2022

- Teaching children's creative drawing with age of 5-8

Appnile, Shenzhen — Game Artist (remote)

Jan 2020 - July 2021

- Handling the game design process from concept to final product.
- Discuss the game concept with the CEO
- Produce the design elements for the developers
- Test and modify the product until it is ready to publish

Nuistars, Mountain View — UX/UI Designer

May 2015 - June 2018

- Designing mobile phone applications
- Collaborating with software developers and Marketing teams
- Providing wireframes images that describe the user journey
- Mainly used Illustrator/photoshop to produce icons, backgrounds, etc.

EDUCATION

University of California Irvine, Irvine — BA, Arts

August 2021 - June 2023

- UCI 2023 Art Honors Student

Art Exhibition

Phantom Limb 2023 Honors exhibition

- Oil Paintings:
Spring#1, Spring#2,
Gaze.
- Soft sculpture: Womb

Aurora 2023 Health Humanities exhibition

- Soft sculpture: Womb

SKILLS

- Teaching
- Painting
- Sculpture
- Photography
- UX/UI Design
- Graphic Design

AWARDS

- 2023 Undergraduate Honors Student at UC Irvine
- "The Screaming of Mother Nature" The Visual Arts Prize Winner for 2021-2023 Arts Competition

LANGUAGES

- Chinese(mandarin)
- English.