Yiling (Catherine) Liu

+1 (909)-828-0676
catherineliu610@gmail.com

Portfolio: http://yilingliu-portfolio.webflow.io/
LinkedIn: https://www.linkedin.com/in/yiling-catherine-liu/

EDUCATION

University of California, Berkeley   **Aug 2021 – May 2025**
Bachelor of Arts, Major in Art Practices, Minor in Disability Studies   Berkeley, California
- Cumulative GPA: 3.84/4.0; Dean's List 2021-2024

SKILLS

Technical Skills: Adobe Illustrator, Adobe InDesign, Photoshop, Premiere Pro, Blender, Rhino, KeyShot, Autodesk, Procreate, Figma, Sketch, Photography, Videography, Garment prototyping
Languages: Fluent in English; Native in Chinese (Mandarin)
Certifications: Berkeley Certificate in Design and Innovation (BCDI)

WORK EXPERIENCE

Creating the World Together (Beijing) IT Co., LTD   **Dec 2024 – Jan 2025**
Product Design Intern   Beijing, China
- Conducted **market research** and **competitor analysis** to identify structural pain points in existing furniture products
- Utilized **Blender**, **Rhino**, and **KeyShot** to refine product structures for improved functionality and user satisfaction
- Redesigned product detail pages in **Adobe Illustrator** and **Photoshop** based on customer feedback to enhance clarity and appeal

Freelance Art Documentation Photographer   **Sep 2024 – May 2025**
                                                                                                  Berkeley, California
- Provided professional-quality **photo documentation** for customers' 3D artworks in portfolios and exhibition submissions
- Maintained a punctual and organized workflow, scheduling and conducting shoots with high visual standards

UNIVERSITY PROJECTS

Board Game Design   **Mar 2024 – May 2024**
Tangible Game Component Designer
- Co-designed a board game using policy-driven scenarios to promote site preservation through interdisciplinary research
- Sculpted high-fidelity prototypes and cast over 30 game tokens using silicone molds, producing durable components with consistent surface quality and precise detail replication
- Designed over 20 game cards in **Adobe InDesign**, with a typography hierarchy and icon system to enhance visual consistency

CGI Video Production   **Mar 2023 – May 2023**
Team Leader & Producer
- Led a team to create a "dream core" animation depicting the stressful atmosphere of the final week in universities
- Restored classic campus sites in **Blender** and directed video editing in **Premiere Pro**
- Produced and mixed an original soundtrack to enhance realism and emotional tone

Video Narrative and Creative Expression   **May 2022 – Dec 2022**
Independent Creator & Producer
- Self-conceptualized, scripted, directed, and performed in a series of micro-films as part of a personal media project
- Managed the entire production pipeline, including **Videography** and post-production in **Premiere Pro**
- Explored themes of digital culture, modern aesthetics, and human connection through story-driven, visually engaging content

Dormitory Showerhead Extender Design   **Oct 2021 – Dec 2021**
Product Designer & Tester
- Used **Autodesk** and **3D printing** to create a showerhead extender addressing discomfort from high water pressure in dorms
- Applied **Design Thinking** to optimize water flow, minimize splashing, and reduce wasted water by 50%
- Enhanced user comfort, increasing average shower duration from 5 minutes maximum to 30 minutes maximum

EXHIBITED WORKS

"Risk of Beauty"   **May 2025**
- A mixed media installation exploring social aesthetics and vulnerability through anatomical forms
- Applied **sculpture**, mold casting and digital fabrication, designing visual components in **Adobe Illustrator** and producing parts with a **laser cutter**

"People Come, People Go"   **Apr 2025**
- An interactive mechanical installation exploring human connection, presence, and parting
- Used **Blender** for spatial planning, **Adobe Illustrator** and **Photoshop** for visual design, and laser cutting for modular furniture construction