



Jinxia Liu

● WORK EXPERIENCE

20/06/2017 – CURRENT Guangzhou, China

FREELANCING SELF-EMPLOYED

- 3D modeling and rendering (customized products for company's commercial use or customers' personal need)
- tutoring students basic skills of design softwares and how to conduct their own design projects to develop a portfolio for job-hunting or educational purpose
- tutoring students English reading on the platform MEEP (Modern English Education Program)

01/10/2021 – 20/02/2022 Guangzhou, China

MEMBER OF EXECUTIVE COMMITTEE GUANGZHOU INTERNATIONAL ARTS FESTIVAL GUANGZHOU INTERNATIONAL ARTS FESTIVAL

- managed and coordinated the activities of various departments to ensure smooth and efficient festival operations
- led and supervised a team of volunteers, providing training, guidance, and support to ensure high-quality performance and engagement
- served as the master of ceremonies for the festival's opening ceremony, engaging the audience and presenting key speakers and performances

05/08/2020 – 05/08/2021 Guangzhou, China

DESIGN ASSISTANT GUANGZHOU FENGSHENG ECO-ENVIRONMENTAL CO., LTD.

- design of VI system and the rearing machines (mainly CMF)
- daily maintenance of the official social media accounts
- translate and integrated documents for meetings and overall operations

● EDUCATION AND TRAINING

03/10/2022 – 20/10/2024 Rome, Italy

MASTER PROGRAM IN PRODUCT AND SERVICE DESIGN Sapienza University of Rome

- Laboratory of Smart Objects (30 e lode)
- Laboratory of Aesthetics (30 e lode)
- Laboratory of Virtual Modeling and Visual Representation (30 e lode)
- Laboratory of Mechanics (29)
- Human Factors and Ergonomics (30 e lode)
- Design Issues (30 e lode)
- Advanced Design Studio (30 e lode)
- People-Centered Design Studio (30 e lode)
- Interactive Design Studio (29)
- History and Sociology of Sexual Behaviors (30 e lode)
- Principles and Practices of Electronic and Digital (30)

Final grade 110 lode / 110 |

Thesis LOTO — An IoT-powered System Linking Individual Practices with Collective Expression in Public

Final grade 3.79 / 5.0**Final grade** 3.98 / 5.0

● **LANGUAGE SKILLS**

Mother tongue(s): **CHINESE** | **CANTONESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ITALIAN	B2	B2	B1	B1	B2
ENGLISH	C2	C2	C2	C2	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **ADDITIONAL ACADEMIC EXPERIENCES**

18/03/2024 – CURRENT

The Digital Contamination Lab (LazioInnova)

With a third prize of the final pitch, together with my teammates from other fields, I work on the systemic service design in the start-up "Starting Music" which is a platform focusing on bringing different stakeholders together in the southern part of Italian music industry.

18/03/2024 – 22/03/2024

Zwolle Workshop

In this international workshop, I developed and prototyped a product as a souvenir for a local museum ANNO based on the culture and history of Zwolle and interviews with the museum manager and the locals.

05/10/2023 – 08/10/2023

EMERSIVI 2023 Workshop in Exhibit Design

In this workshop, I designed an exhibit room for Orografie for its Milan Design Week 2024 where selected products are displayed in an environment that expresses the core value and philosophy of the design in Orografie.

05/09/2023 – 09/09/2023

Marsala Workshop

The theme of this workshop: "Design for a better world. The climate change challenges: a Mediterranean perspective". In this workshop, I came up with tailored four-season urban rituals for Marsalian citizens, aiming at arousing their awareness of climate change, responsibility of natural environment and strengthening their sense of belonging in the community.

10/06/2023 – 10/08/2023

Service Design Workshop for Mosuo Intangible Cultural Heritage

Mosuo society in China is still matrilineal today and in this workshop, my teammate and I collaborated with the local government, schools, the Mosuo Ren Museum and some Mosuo families to develop a service that benefits all stakeholders and at the same time protects the Mosuo traditional handcrafts.

13/05/2023 – 19/05/2023

Warsaw Workshop in Social Design

After lectures and contacts of different stakeholders, my teammates and I developed a systemic solution for the homeless, offering not only temporary housing but also specific procedures for their integration, education and validation during each phase of their homelessness.

17/06/2023 – 27/01/2024

Yidian Academic Reading Club (Tongji University)

We read given academic papers mainly related to Design Anthropology and discussed regularly and shared insights online.

21/10/2021 – 22/10/2021

48 Hours Design Innovation Challenge Camp iF Design Marathon Shenzhen

In this design hackathon, a systemic service was developed for new hotel experience.

HONOURS AND AWARDS

20/08/2020

Excellence Award of China Creative Packaging Design Award – China Packaging Federation
