Benjamin Liu **Art Resume**

Skills:

- Illustrations: watercolor, Chinese calligraphy, colored pencils, charcoal, acrylic
- Software: Adobe InDesign, Adobe Illustrator, Adobe Fresco, Adobe Premier Pro, Procreate, Unity, Eclipse, Figma, Wix, VS Code, Blender
- Other: 3D Design/Sculpture (3yrs), Web development (3 years), Magazine Design (3yrs), Animation (3yrs), Game Development (2yrs)

Experiences/Institutions*:

Chinese Calligraphy (2010–2016)

- Trained under esteemed instructors across Beijing, Shanghai, and Guangzhou, including Mr. Wen, Mr. Wu, Mr. Deng, and Mr. Yan.
- Mastered foundational brush techniques, traditional scripts (kaishu, xingshu), and cursive forms, emphasizing precision, balance, and artistic expression.

Foundational Art Studies (2010–2014)

- Studied observational art at the Chen and OneMe Children's Art Center in Beijing.
- Built up foundation in 2D media, including watercolor, ink, and pencil.

Dapeng Fine Art Education (2020–2021)

- Furthered honed skills in pencil, acrylic, and watercolor media.
- Completed conceptual pieces blending Eastern and Western motifs.
- Explored composition, line work, and color theory

Cupertino High School (2021-present)

- *The Prospector*/official school newsmagazine: As Editor-in-chief, directed editorial design vision, using art knowledge to design art-based spreads; take photos, and film videos for the official social media page.
- Self-taught web and game developer: partnered with local businesses to create a financial literacy video game and develop digital campaigns.
- Special-Needs Scout troop: taught painting and hosted a community mural project at the FCSN Bascom center, leading neurodivergent Scouts to paint collaboratively.

Akamichi Studio Prep (2022–present)

- Curriculum based on self-directed, individualized experimentation with conceptual problem-solving and innovative risk-taking.
- Explore mixed media sculptures, repurposing ordinary and experimental materials (balloons, plastic tubes, paper cuttings, wires, PVC pipes, glass) to create visual narratives and convey abstract concepts.
- Create sculptures, installations, and stop-motion

*Between 2010-2020, my family moved between four cities, resulting in constant changes in art studios

Awards and honors:

- 2x Silver Key, 4x Honorable Mention in the Scholastic Art Competition (2024)
- Sculptures selected for exhibit at the California College of the Arts in San Francisco (2024)
- Future Business Leaders of America Digital Animation California State Champion(2023)
- Sculptures selected for publishing in *The Calliope Review* Literary Magazine (2024)
- Best Design for Website Helix Hack II Hackathon (2022)