

Jiatong Liu

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Creative technologist with a background in music and performance, crafting immersive, computed-assisted sound experiences that blend narrative, spatial design, and data.

EDUCATION

MsC Creative Computing University of the Arts London - Creative Coding Institute	Oct 2024 - Dec 2025
MA Creative Music Production Institute of Contemporary Music Performance First Class Honors	Oct 2023- July 2024
BA Performance: Design and Practice University of the Arts London - Central Saint Martins First Class Honors	Sept 2020 - June 2023

EXPERIENCE

Director, Composer and Designer, Camden People’s Theatre - Designed and performed in Weighted Blankets at Camden People’s Theatre’s SPRINT festival, contributing to all stages of production. - Led sound design, narrative development, and audio-reactive set design using TouchDesigner, boosted engagement by 25%, enhanced audience immersion and technical impact.	Nov 2024 - Mar 2025
Digital Stage Developer, National Youth Theatre Selected participant in National Youth Theatre’s Microsoft-supported Digital Accelerator programme, focused on integrating emerging technologies into theatre. Adapted live performance elements using generative AI, including LLMs such as GitHub Copilot, to explore new modes of storytelling.	Jan 2025 - Feb 2025
Composer, StudioWife Composer for I Write Games Not Tragedies: Indie Wavemakers 2025 ‘Diamond In The Rough’ award, a narrative rhythm game.	June 2024 - Sept 2024

TECHNICAL SKILLS

Artificial Intelligence & Machine Learning PyTorch • GANs • Diffusion Models • Large Language Models • Autoencoders
Development & Programming Tools: Python • Javascript • C++ • MaxMSP(jitter, neural networks) • TouchDesigner • Arduino • Unity
Audio Processing Ableton • Logic Pro
Creative Technology: Blender • DaVinci Resolve • Adobe Premiere • Adobe Illustrator • Adobe Photoshop • Procreate • QLAB • Fusion360
Languages Chinese Mandarin (Native Speaker) • English (Native Speaker) • French (Full Professional Proficiency)