Xu Xiner

Artist

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ABOUT

As a cross-media artist navigating multiple contexts, my work is deeply rooted at the intersection of politics, technological alienation, and power structures, treating artistic practice as an interventionist tool for deconstructing contemporary social norms.

EXPERIENCE

Exhibition Setup Volunteer

ICI Design Season 2024 Parallel Exhibition: SORRY! THE ROAD IS A NET

Participate in the exhibition setup work.Assist the exhibition organizing team in coordinating the exhibition setup process, and liaise between the artists' requirements and the on-site construction team.Organize and participate in small-scale work tests, collect initial feedback, and assist the artist in making final adjustments.

Exhibition Setup Volunteer

ICI Design Season 2024 Graduation Design Exhibition

Participate in the exhibition setup and daily management work.Work closely with artists, curators, technical instructors and other volunteers to efficiently complete the exhibition setup, and ensure that the exhibition opens on time.During the exhibition setup period, quickly identify and assist in resolving sudden technical issues to ensure the progress of the exhibition.

Participator

Performance art group: Stinky Bitches 2024

The art group consists of Xiner Xu, Xinyi Jing, Shiqing Hong, Yiwen Gong, Fangdan Chen and Jingxuan Fan.
The group keeps initiating provocative public intervention art projects.Discussing body discipline in East Asian societies and the boundaries of totalitarian politic systems. Exploring urban ruins and consciousness landscape of modern society.

Exhibition Setup Volunteer

ICI Design Season 2025 Graduation Design Exhibition

Participate in the exhibition setup work.Efficiently execute the exhibition schedule, and collaborate with the team to complete the installation and positioning of all works in the designated area.Responsible for the transportation, positioning, fixation and foundation construction of the works.

Curatorial Assistant

C-Platform   August 2025 - October 2025

Assist in planning cultural events for The Third Bank's curatorial projects. Follow up on project activities and help manage archiving of related materials. Leverage existing resources to explore potential collaborations.

New Media Editor

C-Platform   August 2025 - October 2025

Responsible for producing copy for the Future Archive section on the C-Platform official website. Independently completed the introductory art writing for THE PULSE PROJECT.

Curatorial Assistant

Rolling Snowball 18 - The Folds of Everyday-Ness 2025

In art project execution, assist artists in experimenting and testing various exhibition proposals, and participate in decision-making and implementation of the final presentation format.

Photographer

Rolling Snowball 18 - Public Creative Project: The molded dragon 2025

Served as photographer during the co-creation process, responsible for comprehensive visual documentation and event follow-up. Captured on-site content through photography and videography, conducted post-event interviews with participants, and organized materials to preserve the process and convey feedback.

Performer

Rolling Snowball 18 - Your own language 2025

Participate in performance art and be responsible for team coordination, ensuring the accurate conveyance of creative intent and the smooth execution of on-site activities.

EDUCATION

Xiamen University 2021-2026   Bachelor's degree in Digital Media Art

TECHNICAL ABILITY

- **Video Editing:** Proficient in using video editing software such as Premiere and Final Cut Pro, capable of independently conducting video editing and audio processing.

- **Image Design:** Able to use Adobe software series such as Photoshop, Illustrator, InDesign, and Lightroom for graphic design and image processing.

- **Interaction Design:** Understand the working principles of interaction design tools such as Touchdesigner, Arduino, and Processing, especially having more in-depth practical application experience with Touchdesigner, and able to use these tools for creative programming and exploration of digital art.

- **Scene Rendering:** Understand the basic knowledge of software such as C4D and UE5, having certain understanding and practical experience in 3D modelling and rendering.

LANGUAGE

- **English:** Advanced
- **Chinese:** Native

REFERENCES

Ma Wen

Senior Lecturer and Director, Digital Media Art Department   Institute of Creativity and Innovation, Xiamen University

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