



CONTACT

+44 7554826544
elizabethxiao86@gmail.com
London WC1X, United Kingdom
@xiao.works
linkedin.com/in/lisa-jiaming-xiao-6a7180229/
https://lisaxiao.cargo.site/

EDUCATION

2024
MArch Cinematic and Videogame Architecture
UCL Bartlett School of Architecture | London, UK
Distinction with 2024 Bartlett Medal Award

2023
BA(Hons) RIBA Part1 Architecture
Architectural Association | London, UK

2020
International Baccalaureate
Aloha College | Marbella Spain
Grade - 43/45

2018
IGCSE
Aloha College | Marbella Spain
Grade - 9 A*

SKILLS

Modelling

Rhino 3D, Blender, Houdini

Visualisation

Unreal Engine 5, Enscape, Cinema 4D

Real-time

Unreal Engine 5

Adobe Suite

Photoshop, Illustrator, Indesign, Premiere Pro, After Effects

VR/AR Technology

Meta Quest, HTC Vive

Physical Model-Making

3D Printing, Laser Cutting, CNC

Video Production

Proficient at filmmaking, editing, scripting & storytelling

Communication

Expertise in visual, verbal & digital communication

LANGUAGES

English
Mandarin
Spanish

LISA JIAMING XIAO

Architectural Designer | Immersive Storyteller | Real-time Artist

I am an interdisciplinary designer based in London with a background in architecture, specialising in real-time interactive experiences that blend digital innovation with spatial storytelling. As an experience designer, I see narrative as a powerful tool for assembling diverse perspectives and provoking new ways of thinking about our technological, social, and environmental challenges. I am particularly interested in the potential of cinematic digital worlds to prototype and reframe how we conceive, experience, and inhabit space.

WORK EXPERIENCE

08.24 - Present

Real-time Artist

Foster + Partners | London, UK

Develop immersive visual experiences using real-time engines to translate architectural concepts into compelling visual narratives.

Processing Rhino architectural models to create interactive VR/AR experiences for spatial exploration. Optimise 3D assets for real-time performance and visual quality.

Design lighting, materials, and animations through custom scripts and shaders as needed.

06.23 - 08.23

Architecture Summer Intern

Skidmore, Owings & Merrill | London, UK

Participated in an Architectural Visioning Competition to develop a waterfront mixed-use district.

Provided creative concept solutions through conducting site analysis, massing studies and facade designs.

Collaborated and communicated closely with professionals in architectural and interdisciplinary fields.

09.19 - 06.20

Maker Club Founder and Co-director

Aloha College | Marbella, Spain

Aloha College's Maker Club was founded to provide young aspiring designers a platform to innovate, create and make; a valuable hands-on experience previously missing in the school environment.

06.19 - 08.19

Intern

Tianjin University, Research Institute of Architectural Design & Urban Planning | Tianjin, China

Participating and documenting during design meetings and filing office reading materials.

AWARDS / ACHIVEMENTS



2025 BAFTA Student Awards Longlist

"A Perfect Day" - Immersive Category



Cinematic and Videogame Architecture Bartlett Medal

Best Project of the Year



High Pass with Commendation

Technical Studies Design Thesis

RIBA Part I Professional Practice



High Pass Award

Communication Media Studies

- Experimental Film
- Tactile Technology (Photogrammetry and 3D Scanning)
- Consequential Spaces (Graphics Novel)
- Projection and Speculation (Architectural Drawing)



First Prize, Best Secondary Artwork

Sur in English Secondary Art Competition, Costa Del Sol

REFERENCES

Penelope Haralambidou

UCL Bartlett Associate Professor | MArch Co-Director

p.haralambidou@ucl.ac.uk

Christopher Arocho

Foster +Partners Real-time Team Lead

carocho@fosterandpartners.com