

## CONTACT



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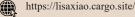
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## **EDUCATION**

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

#### 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

**Enalish** 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 sbchool 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