

# Jiatong Liu

[jiatongliu.com](http://jiatongliu.com)

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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

<b>MsC Creative Computing</b> University of the Arts London - Creative Coding Institute	Oct 2024 - Dec 2025
<b>MA Creative Music Production</b> Institute of Contemporary Music Performance <ul style="list-style-type: none"><li>First Class Honors</li></ul>	Oct 2023- July 2024
<b>BA Performance: Design and Practice</b> University of the Arts London - Central Saint Martins <ul style="list-style-type: none"><li>First Class Honors</li></ul>	Sept 2020 - June 2023

## EXPERIENCE

<b>Director, Composer and Designer, Camden People’s Theatre</b> <ul style="list-style-type: none"><li>Designed and performed in Weighted Blankets at Camden People’s Theatre’s SPRINT festival, contributing to all stages of production.</li><li>Led sound design, narrative development, and audio-reactive set design using TouchDesigner, boosted engagement by 25%, enhanced audience immersion and technical impact.</li></ul>	Nov 2024 - Mar 2025
<b>Digital Stage Developer, National Youth Theatre</b> <ul style="list-style-type: none"><li>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.</li></ul>	Jan 2025 - Feb 2025
<b>Composer, StudioWife</b> <ul style="list-style-type: none"><li>Composer for I Write Games Not Tragedies: Indie Wavemakers 2025 ‘Diamond In The Rough’ award, a narrative rhythm game.</li></ul>	June 2024 - Sept 2024

## TECHNICAL SKILLS

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

## TECHNOLOGY PROJECTS

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- **Interactive Sound Design for Dance:** Created a system that maps movement detection and video pixel changes to a neural network's latent space, producing dynamic, real-time audio responses during live dance performances.
- **Kinetic Dress:** Designed a sound-responsive garment that integrates robotics and fashion, featured in a dance film to explore movement, technology, and performance.
- **Generative Music System:** Built a system using an audio–visual–audio feedback loop to generate live piano accompaniment in response to vocal input.
- **Thesis (In Progress) – Embodied Generative composition:** Real-time video-to-audio generation for immersive media applications such as VR, gaming and interactive installations. It translates live or near-live video input into prompts using computer vision and sentiment analysis, which are then used to generate stylised soundscapes. The system emphasises customisation in genre and mood, making it a create tool for composers and developers. Future directions include spatial audio integration and training on bespoke audio datasets to reflect specific aesthetics in sound design.