

Yi Huang

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Profile

Yi Huang (b. 2002) is a research-based literary and art worker. His work revolves around digital media, art history, and geopolitical narratives, primarily through moving image, installation, and text. He focuses on the disjunctions between technological history, media ontology, and personal experience.

Education

09/2025-06/2026 Royal College of Art, London, United Kingdom

Major: MA Contemporary Art Practice; Master of Arts degree in 09/2026

09/2020-06/2024 Xi'an Academy of Fine Arts, Xi'an, China

Major: Digital Media Art; received Bachelor of Fine Arts degree in 06/2024

Major Courses: Physical Interaction, Programming and Production, Digital Special Effects Applications, 3D Virtual Image Design, Web Art and New Media Exhibition

Recent Exhibitions & Screenings

06/2026 RCA Degree Show, Royal College of Art, London

◇ Presented the work-in-progress of AS FABLES GO BY / Self-Strengthening Movement, including moving image, ceramics, and installation-based practice.

04/2026 Screening of The Experience / Guanzhong Stories, Moming Tang

◇ Screened as an independent moving-image work, continuing the media-historical chapter within the Digital Media Ontology series.

03/2026 Genius Cinema Moving Image Screening

◇ Screened a moving-image work and participated in the public discussion.

02/2026 RCA CAP WIP, Royal College of Art, London

◇ Presented work-in-progress research and practice within the Contemporary Art Practice programme.

Selected Works

06/2026 AS FABLES GO BY / Self-Strengthening Movement

Moving image, ceramics, interactive installation

◇ Taking James Clerk Maxwell's poetry, the telegraphic history of late-Qing overseas students, and contemporary art-study-abroad experience as narrative threads, the project investigates the disjunctions between communication history, analogue media, and pilgrimage-like personal narrative.

08/2025 The Experience / Guanzhong Stories

Independent moving image, physical interaction

◇ Following a student director travelling across different temporal spaces in search of a structural ending, the work discusses Eastern experience, media history, and the boundary between reality and illusion.

07/2024 Blow Up / Chun Guang Zhi Xiang

Speculative design, interactive installation

◇ Through a fictional mechanism titled Lifetime Plan, the work examines how digital media restructures the relationships between truth, observation, and surveillance.

Honors and Awards

03/2026 The Experience / Guanzhong Stories, Selected Work, Beijing International Film Festival - The 33rd Beijing College Student Film Festival: International College Student Original Film Selection

07/2024 Third Prize for Outstanding Graduation Work, Xi'an Academy of Fine Arts

11/2023 Second-Class Scholarship

04/2023 Third Prize, 11th National College Digital Art & Design Awards

06/2023 Provincial Bronze Award, China International "Internet+" College Students Innovation and Entrepreneurship Competition

02/2023 First Prize, Winter Vacation Assignment

10/2021 Excellence Award, Online Sketching

10/2021 Third Prize, Simulation Innovation Application Competition

Professional Experience

03/2024-07/2024 New Media Photographer, Evil Children Fighting League

12/2023-01/2024 Art Teacher, Tianxin District Experimental Primary School

06/2022-08/2022 Photographer, Zangdijinfang Biotechnology Co., Ltd.

Workshops & Art Activities

05/2024 Negative Feedback for UX Applications Workshop

◇ Participated in the concept design of a restaurant user-review blacklist app; responsible for high-fidelity prototyping, promotional video production, preliminary research, and user profiling.

05/2024, 09/2023, 12/2022 Jixiangcun Art Salon

◇ Organized the Tsai Ming-liang Retrospective, the Modern Relationship Trilogy Retrospective, and screening discussions around The Era Alienated by Digital, strengthening curatorial, hosting, and public-communication abilities.

11/2022-06/2023 TikTok Special Effects Creative Workshop

◇ Systematically studied face recognition and tracking, background segmentation and replacement, 3D modelling and rendering, motion capture, and lighting-based visual effects.

10/2023-11/2023 Teaching Assistant, The Spirit of Place: The Locality of Video Art

◇ Assisted with course teaching and completed an artistic practice combining moving image and site-specific space.

06/2023-10/2023 Volunteer, Guanzhong Mangba Art Festival

◇ Participated in promotion, venue arrangement, ticketing, reception of artists and guests, and photo/video documentation.

10/2020-07/2021 Film Crew Member, V Motion New Media Center

- ◇ Filmed campus activities and gained practical experience in camera operation, mise-en-scene, and foundational moving-image documentation.

Skills & Interests

Video Editing & Effects: Adobe Premiere Pro, Adobe After Effects

Interaction & Programming: Arduino, Unity, HTML, Processing

Graphics, Image & 3D Modelling: Photoshop, SolidWorks, Maya, ZBrush, Unreal Engine

Interests: Photography, Writing, Reading, Video Games