

Chang Gao

Brand Identity Typography Visual Interaction 213.285.3470 changgaodesign@gmail.com www.chang-gao.com

ArtCenter College of Design
Pasadena, CA, U.S. 09.2020–04.2022
Master of Fine Arts, Graphic Design
American University
Washington, D.C., U.S. 08.2014–05.2016
Master of Arts, Arts Management

#### Sotheby's Institute of Arts

London, U.K. 08.2015–12.2015 Study-Away Semester, Art and Business

Education

# Communication University of China

Beijing, China 09.2010–06.2014

Bachelor of Arts, Film Production

# Languages

English: Fluent Mandarin: Native Japanese: Basic

# Recognition

**Merit-Based Scholarship** 09.2021–04.2022 ArtCenter Graphic Design

**Typographic Excellence** 03.2022 TDC Young Ones Work is included in the Annual of the Type Directors Club

**AAA Exhibition** 04.2022

Liminality: 2022 Visual Art Exhibition of Asian Artists in America

# Work Experience

ShineLA Project	Graphic Designer
01.2021–02.2021 Los Angeles, CA, U.S.	Designed and built a website for a social impact project to promote its identity and serve as a research initiative.
China Intercontinental Communication Center	Production Manager
01.2017–05.2019 Beijing, China	Managed documentary production, including research, budgeting, scouting, and assisting on-site film shooting. I worked with international crew members from National Geographic, Park Place Productions (Disney), and Discovery. Selected Projects: "China From Above S2" (2 x 60' TV Series) "Operation Bridge Rescue" (1 x 53' Film) "How China Made It" (3 x 50' TV Series)
Smithsonian The Freer Gallery	Art Marketing Intern
05.2016–08.2016 Washington, D.C., U.S.	Designed materials for and coordinated museum's marketing campaign and open night events.
Sotheby's Institute of Arts	Art Fair Entrepreneur Proposal
10.2015–12.2015 London, U.K.	Worked with three team members and advisors from CitiBank to design a fundraising business brief for an art-and-technology oriented art fair in London.

### Skills

### Digital

Strong working knowledge of: Photoshop, Illustrator, InDesign, Figma, Final Cut Pro, SolidWorks, Keyshot, Procreate, Microsoft Word, and Keynote Familiar with:

### After Effects, HTML, CSS, p5.js, Cinema 4D, Adobe Dimension, and Glyphs

### Design

User research, rapid prototyping, brand identity development, letterpress print, web design, illustration, and generative design