

Yue Liu

Dreamer × Designer

Product Designer from
Dalian, China
Currently based in
Milan, Italy

<https://seilune.com>

D.O.B

18/06/1993

Language

Chinese/ native speaker
English & Italian/ advanced

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Education

2016 - 2020 Politecnico di Milano
Master of Science in Product Design for Innovation

2012 - 2016 China Academy of Art
Bachelor of Arts in Industrial Design

Software & Tools

2D Graphics Adobe Photoshop/ Adobe Illustrator/ Adobe InDesign/ Adobe Lightroom/ AutoCAD 2D/ Figma
3D Modeling Rhinoceros + Grasshopper/ Keyshot/ Cinema 4D/ Meshmixer/ Cura + 3D Printing
Audio & Video Adobe After Effects/ Adobe Audition/ Ableton Live/ iMovie

Work Experience

2022.1 - present Co-founder of Chinese podcast **MidnightToast**

2021.10 - present Designer of **Collective Design for the Ocean**

2021.3 - present Coordinator & Tutor at **POLI.design** in Milan
Coordinator of On-demand Course, Tutor of Executive Master in Fashion & Accessories Design and Specializing Master in Design for Kids & Toys

2020.11 - present Ambassador of **Food Design Nation**

2020.10 - present Co-founder of **Jellyfish Fab.**, design and engineering team in Milan

2020.7 - present Food, Design & Cultural Heritage Correspondent of **The Dutch Institute of Food & Design**

2016.6 - present Co-founder of **tofoodesign**, food design duo in Milan and Berlin

2019.12 - 2022.7 Project Assistant of **Marta Meda** in Milan
participated in exhibition design for The Playful Living for Milan Design Week 2021 & 2022 (The Playful Home & Home is Everywhere) and Pitti Immagine Bimbo #90 2020, display table design for Realme, interior design for Cascina Merlata - Mare Culturale Urbano Food Hub

- 2018.11 - 2019.12 Talents in Residence at **Polifactory** in Milan
worked on Master's final project Pasta tra Parentesi
- 2018.6 - 2019.6 Product Designer at **TDFK Studio** in Milan
participated in exhibition design for Salone del Gusto 2018, graphic design for Miele and Panino Giusto, and product design for Milan Design Week 2019 - Cittàstudio
- 2018.3 - 2018.4 Intern at **OpenDot** in Milan
participated in project Saddle Up!, in collaboration with Fondazione TOG
- 2017.1 - 2018.2 Product Designer at **Vinci Design Studio** in Milan
participated in project Office Desk VEB for Hengfeng Furniture Co. in Hangzhou (in charge of marketing research on educational furniture & promotion video)
- 2016.6 - 2016.8 Freelancer collaborated with **Atelier Fang** in Shanghai
participated in packaging design for GANQISHI - Tom's BaoBao in Hangzhou, product design for Phiphy Homeware in Shanghai
- 2015.8 - 2015.9 Intern at **JMG Space Design Associates** in Shanghai
participated in space design for MADHAUS Idea Garden

Awards

- 2023.4 Exhibition + Performance From The Silence, won the **Fuorisalone Award 2023: Mention Communication**
- 2021.3 Project Spot, won the **Archasm - Play Interactive Kids Furniture (Top 25)**
- 2021.2 Project Kidzaiolo, won the **Desita Award - Pizza Experience 2020**
- 2020.10 Project Pasta tra Parentesi, won the **Design Intelligent Award 2020 (Honorable Mention)**
- 2020.9 Project Pono, awarded with "Attestato Targa Giovani" by ADI - Associazione per il Disegno Industriale, during the **XXVI Compasso d'Oro 2020 Ceremony**
- 2016.7 Project Soundrawer, won **The 18th National Design Master Award**
- 2016.6 Project Soundrawer, won **The Lin Fengmian Creation Award 2018**

Exhibitions

- 2023.4 Performance From The Silence, presented at **Milan Design Week 2023 - From The Silence** at Fondazione Istituto Buon Pastore
- 2023.3 Illustration series for the travelling exhibition **Ocean & Climate Village - Area 4 "Ocean: a big supermarket?"**, Naples edition at the Ovo Castle
- 2022.7 Project Fortune Desserts, presented at **The 7th abC Art Book Fair · Beijing**
- 2022.6 Illustration series Invisible Landscapes, presented at **Milan Design Week 2022 - Home is Everywhere**
- 2022.6 Project Pono, presented at **Milano Design Week 2022** at Salone Satellite
- 2022.3 Illustration series for the travelling exhibition **Ocean & Climate Village - Area 4 "Ocean: a big supermarket?"**, Venice edition at the Venetian Arsenal

- 2021.11 Project Pasta tra parentesi, presented at **ESSERE-WUJIE - International Youth Art and Design Exhibition** (online)
- 2021.10 Project FerroPet Lamp, presented at **Maker Faire Rome 2021**
- 2021.10 Illustration series for the travelling exhibition **Ocean & Climate Village - Area 4 "Ocean: a big supermarket?"**, inaugurated at Triennale di Milano, on the occasion of the Pre-COP26 Summit, coordinated by IOC-UNESCO
- 2021.9 Illustration series Invisible Landscapes, presented at **Milan Design Week 2021 - The Playful Home**
- 2021.9 Project Coesistente, presented at **Milan Design Week 2021 - Da Cosa Nasce Cosa** at Galleria l'Affiche
- 2020.10 Project Pasta tra Parentesi, presented at **Shunde Oct International Food Design Festival** in Foshan
- 2019.11 Project NewNai, presented at **The Art & Design Education FutureLab 2019** in Shanghai
- 2019.4 Project NewNai, presented at **Milano Design Week 2019 - Food Design Forest** at Salone Satellite
- 2019.4 Project NewNai, presented at **Milano Design Week 2019 - Reflection: Design Driven by the Future** at Habits Design Studio
- 2018.11 Project TofuDrink, presented at **Youth Design Day 2018** in Japan
- 2018.4 Project TofuDrink, presented at **Milano Design Week 2018 - Asia Design Pavilion**
- 2018.4 Project NewNai, presented at **Milano Design Week 2018 - Design X Designers** at Politecnico di Milano

Publications

- 2022.12 Illustration series for the travelling exhibition **Ocean & Climate Village - Area 4 "Ocean: a big supermarket?"**, published in the exhibition catalogue **Ocean & Climate Village: reconnecting people to the ocean, a travelling exhibition**
- 2022.7 Content contribution for the yearly book **Food Design Voices 2022**
- 2022.7 Project Fortune Desserts, published in the exhibition catalogue **The 7th abC Art Book Fair · Beijing**
- 2022.3 Graphic design for the independent publication **Iter Plantarum - Il percorso evolutivo delle piante**
- 2022.3 Illustration series of plants, published in the independent publication **Sedum Pallidum - Una pianta aliena tra i binari**
- 2021.9 Project Coesistente, published in the project catalogue **Da cosa nasce cosa. Percorso formativo di design sociale e relazionale**
- 2021.5 Project Pasta tra parentesi, published in **2020 Design Intelligence Award Yearbook**
- 2021.5 Project Pasta tra parentesi, published in magazine **《装饰》 - 系统的食物设计构画未来生活方式 (2021 Vol.3)**
- 2020.9 Project Pono, published in **XXVI Compasso d'Oro ADI**
- 2018.10 Project Pono, published in **ADI Design Index 2018**

Talks

- 2022.9 Talk given on the occasion of **Open Food Factory. Distributed Design for Plant-Based Food**, organized by Polifactory in Milan
- 2022.7 Talk given on the occasion of **ESSERE国际青年艺术展交流会暨2021-2022参展艺术家优秀作品分享会**, organized by CSSUI BRERA 米兰布雷拉学联 (online)
- 2022.7 Podcast guest for **初学者电台S03E03 - 我们永远可以相信食物** of abC Art Book Fair (online)
- 2022.7 Podcast guest for **百会BAIHUI.LIVE - 读书人频道** (online)
- 2021.11 Talk given, **Food Culture & Design**, organized by ShenkeDesign (online)
- 2021.10 Talk given on the occasion of **Incontro Blu con gli illustratori e le illustratrici di Design for the Ocean**, organized by IOC-UNESCO, at Triennale di Milano
- 2021.5 Talk given, **STEAM x Jellyfish Fab.**, organized by POLI.design (online)
- 2021.3 Talk given, **Food & Design Talk Ep.1**, organized by AtelierFang (online)
- 2020.2 Talk given, **TalentsThursday, 1st Episode - Technology && Tradition**, organized by Polifactory in Milan

Workshops

- 2021.12 Workshop conducted, **Il mio primo corto animato - Il Regalo Giusto**, organized by The Playful Living and Style Piccoli, at Stecca3 in Milan
- 2021.3 Cooking workshop conducted, **Smart.Co.Cooking - Cina**, organized by Cozinha Nomade (online)
- 2020.12 Cooking workshop conducted, **Smart.Co.Cooking - Xmas Edition**, organized by Cozinha Nomade, in collaboration with Lo Stato dei Luoghi (online)

Other Activities

- 2022.2 - 12 Attending a pottery course, curated by Yuka Hata of **Laboratorio Isola**
- 2022.10 Participated in artistic residence Crepuscoli for the project **Immaginaria 2022 - Ex Macello Nel Corpo**, in collaboration with Laboratorio Silenzio
- 2021.9 - 2022.4 Volunteer at **Comunemente Verde** in Milan, participated in graphic design for the exhibition catalogue **Iter Plantarum - Il percorso evolutivo delle piante**
- 2022.2 Participated in a screen printing workshop, curated by **Ciro Trezzi** of **MUR**
- 2021.11 Participated in **THE RISO CLUB 21 - SPRINT Risograph Workshop**, curated by Eilean Friis-Lund and Alice Vodoz with the support of **Istituto Svizzero**
- 2021.7 Project **FerroPet Lamp**, launched on **Kickstarter**
- 2020.10 - 2021.6 Participated in **Da Cosa Nasce Cosa - Training Course of Social and Relational Design**, organized by T12 Lab in collaboration with Laboratorio Silenzio in Milan

- 2021.3 Participated in workshop **Planet JUNK**, organized by POLI.design, in collaboration with World Building Institute
- 2020.12 Lampshade design for **The Playful Stories - Ep.07 Lumicom**, in collaboration with The Playful Living
- 2020.11 Participated in workshop **Rare Disease Hackathon 2020** of Forum Sistema Salute, organized by Konzept
- 2020.10 Became Student Ambassador of POLI.design - Specializing Master's in Design for Kids & Toys
- 2020.6 - 7 Participated in **Penta-Workshop**, organized by POLI.design, in collaboration with Clementoni & H-Farm
- 2019.11 Participated in workshop **Cibo è Cultura**, with Marika Aakesson and Francesco Subioli, organized by Spazio MIL in Milan
- 2019.5 Participated in workshop **Co-Design Next Steps**, organized by Polifactory in Milan
- 2018.5 Participated in workshop **The Object Selection**, organized by Politecnico di Milano with The Ohio State University
- 2018.2 Participated in workshop **Mini Meal**, organized by Politecnico di Milano with **PepsiCo**