

Yue Liu

Dreamer X 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 <i>worked on Master's final project Pasta tra Parentesi</i>
2018.6 - 2019.6	Product Designer at TDFK Studio in Milan <i>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</i>
2018.3 - 2018.4	Intern at OpenDot in Milan <i>participated in project Saddle Up!, in collaboration with Fondazione TOG</i>
2017.1 - 2018.2	Product Designer at Vinci Design Studio in Milan <i>participated in project Office Desk VEB for Hengfeng Furniture Co. in Hangzhou (in charge of marketing research on educational furniture & promotion video)</i>
2016.6 - 2016.8	Freelancer collaborated with Atelier Fang in Shanghai <i>participated in packaging design for GANQISHI - Tom's BaoBao in Hangzhou, product design for Phiphy Homeware in Shanghai</i>
2015.8 - 2015.9	Intern at JMG Space Design Associates in Shanghai <i>participated in space design for MADHAUS Idea Garden</i>

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 Kidzzaiolo, 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

- 2024.1 Talk given on the occasion of **2024 Design Talent BIG BANG!** 设计天才大爆炸, organized by China Academy of Art – School of Industrial Design in Hangzhou
- 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
- 2019.11 Participated in workshop **Cibo è Cultura**, with Marika Aakesson and Francesco Subioli, organized by Spazio MIL in Milan
- 2018.2 Participated in workshop **Mini Meal**, organized by Politecnico di Milano with **PepsiCo**