

ZHIQI (YVONNE) WANG

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EDUCATION

University of Cambridge

MPhil in Digital Humanities

10/2026 – 08/2027

Goldsmiths, University of London

BSc in Digital Arts Computing ·

09/2022 – 06/2026

First Class Honours(74) (GPA 3.94/4.00)

Key Modules: Numerical Mathematics, Graphics, Critical Studies in Computational Arts, Generative Drawing, Perception and Multimedia Computing, Creative Game Engine Development, Interaction Design, Data and Machine Learning for Creative Practice

RESEARCH INTERESTS

My research-creation practice operates at the intersection of bioart, critical media theory, and posthumanist philosophy. It investigates interspecies semiosis, environmental sensing, and the role of generative systems in nonhuman meaning-making and semantic formation. Combining theoretical inquiry, critical making, and technical experimentation, my work examines how biological and computational processes produce meaning, agency, and modes of authorship beyond anthropocentric frameworks.

SELETED RESEARCH & PUBLICATIONS

The Rootstock: An Autonomous Biopoetic Installation Using Genomic Language Models

2025 – Present

Research-Creation Research · Supervisor: Jeremie Wenger

- Conceived and developed an autonomous biopoetic installation that translates plant micro-vibrations and visitor interaction into real-time modulation of a HyenaDNA model fine-tuned on the CCA1 gene sequence.
- Designed a generative pipeline that maps model-produced genomic sequences into evolving poetic language, exploring nonhuman expression, environmental textuality, and distributed authorship.

Future Spaces Vision Lab: Bio-signal Interfaces and Environmentally Interaction

06/2025 – Present(On-site & Remote)

Visiting Student & Research Collaborator · Supervisor: Dr Mirna Zordan, School of Design, SUSTech University, Shenzhen

- Developed *Ondae*, a water-based haptic installation exploring connections between cardiac rhythms and wave motion; co-authored poster accepted for ACM SIGGRAPH Asia 2026 Posters and published in the proceedings (DOI: 10.1145/3829333.3847964).
- Prepared an IRB application for an interoception research project using physiological signals, which received ethical approval.
- Assistant Curator for *Invisible / 无形之形* at Sea World Culture and Arts Center, Shenzhen; developed exhibition narratives, interpretive texts, and visual materials.

Mycortex: Exploring Non-Human Symbolic Communication through Art and Bioelectric Signals

09/2024 – 07/2025

Practice-Based Research · Supervisors: Dr. Alexander Brigden & Dr. Patrick Gunawan Hartono, London

- Designed an interactive installation translating human EEG (Muse 2) and fungal EMG signals into a cross-species symbolic communication system using TouchDesigner and Arduino.
- Grounded in Eduardo Kohn's biosemiotics and Homi Bhabha's third space theory, challenging anthropocentric frameworks of interspecies interaction.
- Peer-reviewed paper published in the Proceedings of ARTECH 2025 (ACM). <https://doi.org/10.1145/3773699.3773722>

ACADEMIC WORKSHOPS & COLLABORATIVE PROJECTS

Interactive Multimedia Design Based on EEG Signals

10/2024 – 11/2024

Workshop Participant & Team Leader · Tongji University, Shanghai · Supervisors: Shimeng Hao, Junjie Lee & Yi-soon Kim

- Designed a BCI-based rehabilitation system integrating motor imagery and interactive gameplay; represented the team at CDAC 2024.

AI-Driven Multi-Dimensional Space Narrative Image Generation

07/2024 – 08/2024

Workshop Participant · Tongji University, Shanghai · Supervisor: Matias del Campo

- Developed an AI-assisted workflow integrating Midjourney, Stable Diffusion, ZBrush, and Runway to transform 2D images into stylised 3D architectural visualisation.
- Examined the epistemological and ethical implications of AI in architecture, including authorship and design agency.

Navigating Artificial Intelligence — From Image Generators to 3D Models

07/2023 – 08/2023

Workshop Participant · Tongji University, Shanghai · Supervisors: Xinze Yu & Xiao Luo

- Produced The Echo, a five-minute experimental short film using ChatGPT, Midjourney, Runway, Stable Diffusion, and C4D to explore human–technology–nature relations.

CURATORIAL & EXHIBITION EXPERIENCE

Exhibiting Artist & Student Curator — Hidden Veins

04/2026 – 05/2026

BSc Degree Show · Goldsmiths, University of London, London

- Presented an original work while co-curating a cohort exhibition of 18 projects organised across five thematic clusters.
- Curated a cohort exhibition of 18 works across five thematic clusters and coordinated the full public programme, including artist-led Mini Tours and a Walk & Talk with invited curator Iris Long.
- Developed a curatorial framework foregrounding the political concealment of computational infrastructure, in dialogue with the Feminist Server Manifesto.
- Managed speaker fees, HR work-permit timelines, public programme scheduling, and event logistics.

ARTECH 2025 Online Exhibition

11/2025

Braga, Portugal · Exhibited: Mycocortex

2025 Degree Show

05/2025

Goldsmiths, University of London, London · Exhibited: Physarum polycephalum

The Echo

09/2023 – 11/2024

JiuTianQue Contemporary Art Group, Shenzhen

PROFESSIONAL EXPERIENCE

Exhibition Intern

05/2024 – 08/2024

Fosun Foundation, Shanghai, China

- Assisted in curatorial research and preparation of exhibition texts, artist biographies, and government documents; coordinated logistics with artists and galleries.
- Supported the preparation and delivery of three consecutive exhibitions: *Annie Morris: Hope from a Thin Line*, *Erwin Wurm: Dreamwalkers*, and *William Wegman: Favorite Models*.
- Organised guided tours for underserved children and partner schools; managed reception for government and partner-organisation visits.

SKILLS & TECHNICAL COMPETENCIES

Languages: Mandarin (Native), English (Fluent)

Creative Coding & Environments: Python (Intermediate), JavaScript (Intermediate), C++ (Intermediate), GLSL, TouchDesigner (Advanced), openFrameworks, Unity 6, Unreal Engine 5

ML / Data: HuggingFace, SentenceTransformers, HyenaDNA, Stable Diffusion (LoRA Fine-Tuning)

Biosignal Hardware: Arduino, Muse 2 EEG, Emotiv EPOC, NeuroSky TGAM, EMG, GSR, pH sensors

Design & 3D: Adobe Suite (Advanced), Figma (Advanced), C4D (Advanced), Keyshot (Advanced), ZBrush (Basic), DAZ Studio (Basic)

REFEREES

Available on request.