

JIANING SHEN

Digital media artist / creative technologist with a background in architecture

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PROFILE

Digital media artist and creative technologist working across interactive media, game engines, 3D animation, installation and spatial design. Practice focuses on how technological systems shape perception, belief and human agency, with particular interests in prediction, ritual, embodiment and speculative worldbuilding.

EDUCATION

MA Digital Direction, Royal College of Art | London, UK · 2025–2026

BA Architecture, Beijing University of Technology | Beijing,
China · 2019–2024

SELECTED EXPERIENCE

RCA Festival of Communication | London, UK · 2026

- Exhibited *Signals Before the Fire*, an interactive Unreal Engine game exploring war simulation, prediction, AI and divination.

Architectural Intern, Beijing Institute of Architectural Design (BIAD) |
Beijing,

China · 2023 · 15 weeks

- Supported architectural design and production workflows within a professional practice environment; project details limited by confidentiality.

SELECTED PROJECTS

Signals Before the Fire | 2026 · Interactive game / Unreal Engine

- Designed a speculative black-box game system connecting Cold War military simulation, game culture, AI prediction and divination through interaction design, worldbuilding and user testing.

Centrifugal Delusions | 2025 · 3D animation / Blender

- Developed a speculative centrifugal society to examine inherited trauma, collective memory and shared perceptions of reality through research, worldbuilding, 3D modelling and animation.

Fragmented World | 2024 · Interactive game / Unity

- Translated research on social-media labels, urban space and bodily alienation into a playable spatial system where physical and virtual fragments collide and recombine.

SKILLS

Interactive / Game

the Unreal Engine 5, Unity, interaction design, game systems, prototyping, user testing

3D / Spatial

Blender, Rhino, AutoCAD, spatial design, worldbuilding, visualisation

Creative Technology

Arduino, TouchDesigner, physical prototyping, installation development

Design / Media

Figma, Adobe After Effects, Illustrator, Photoshop

Portfolio available online. References available on request.