XINER LAN

Multi-media Artist | xinerlan.com

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INTRODUCTION

Xiner Lan (b. 2000) is a multi-media artist whose work spans video, performance, poetry, and installation. Merging game design and theater disciplines, she invents executable "scripts" in a polysemous language and enacts the text into cross-media scenes. Her works explore the complexity of existence through storytelling in virtual worlds entangled with loops, contradiction, and incompletion.

EXHIBITIONS AND PERFORMANCES

2023

Beatific Trajectory, Woods-Gerry Gallery, Providence, RI (Group Exhibition)
Ivy Film Festival, Perry and Marty Granoff Center, Providence, RI (Group Exhibition)
Skyhorse Project Launch Event, RISD Auditorium, Providence, RI (Performance)
Loading..., Every Art, Metaverse(Virtual) Exhibition (Group Exhibition)

2022

No Longer Transparent, Gelman Gallery, Providence, RI (Group Exhibition)
Supercritical State, M P Birla Millenium Gallery, London, UK (Group Exhibition)
Copi(y)e(a)r Series, McCormack Family Theatre, Providence, RI (Performance)
Techno Aesthetic Prophecies, Red Eye Gallery, Providence, RI, US (Group Exhibition)

PRODUCTION EXPERIENCES

2021 - 2023 - *DisplaceMen*, Indie Game
Producer, Developer, Narrative and UI Designer
Initiate production; design and develop the 2D role-playing game in Unity Engine.

2022 - 2023 - *Skyhorse Project*, Multi-Media Work Series
Producer, Director, Writer, and Animator
Write scripts and embody the story into a 30-minute film, a multi-media performance, an original song, and an interactive installation.

2022 - *Museum Hall A*, Live-Action Video Game
Producer, Director, and Developer
Combine video game and theater performance into interactive software installation; Write scripts; Cast and direct actors.

EDUCATION

2023 - Present
University of California, Los Angeles
M.F.A. in Media Arts

2018 - 2023
Rhode Island School of Design
B.F.A. with Honors in Film / Animation / Video - Open Media Concentration in Computation, Technology, & Culture

SKILLS

Unity
Premiere
Photoshop
Illustrator
InDesign
C# / Java / Python
HTML / CSS / JavaScript

PROFESSIONAL EXPERIENCES

2020 - Aranya Cultural Corporation
Content Management Internship

2019 - Beijing Commune
Gallery Internship

2019 - AnD Space
Gallery Internship

兰馨儿

多媒体艺术家 | xinerlan.com

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个人介绍

兰馨儿是一名生于2000年的多媒体艺术家，作品形式跨越视频、表演、诗歌和装置。她的实践融合了游戏设计和剧场表演的语言，始于编写可执行的"脚本"文字，再根据文本于多种媒介演绎场景。她的故事常伴有循环、矛盾和缺失感，在虚拟世界探索现实存在的复杂性。

展览和表演

2023

Beatific Trajectory, Woods-Gerry Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

Ivy Film Festival, 格兰诺夫创意艺术中心, 普罗维登斯, 罗德岛, 美国 (群展)

"天马项目发射会", RISD Auditorium, 普罗维登斯, 罗德岛, 美国 (表演)

"正在加载", Every Art, 元宇宙展厅 (虚拟群展)

2022

No Longer Transparent, Gelman Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

"超临界态", M P Birla Millenium Gallery, 伦敦, 英国 (群展)

Copi(y)e(a)r Series, McCormack Family Theatre, 普罗维登斯, 罗德岛, 美国 (表演)

Techno Aesthetic Prophecies, Red Eye Gallery, 普罗维登斯, 罗德岛, 美国 (群展)

制作经历

2021 - 2023 - 置换 *DisplaceMen*, 独立游戏
制作人、程序开发、叙事和UI设计师

Initiate production; design and develop the 2D role-playing game in Unity Engine.

2022 - 2023 - 天马项目 *Skyhorse Project*, 多媒体系列作品
制作人、导演、编剧和动画师

Write scripts and embody the story into a 30-minute film, a multi-media performance, an original song, and an interactive installation.

2022 - 博物馆展厅A *Museum Hall A*, 真人实拍电子游戏
制作人、导演和程序开发

Combine video game and theater performance into interactive software installation; Write scripts; Cast and direct actors.

教育背景

2023 - 在读
加州大学洛杉矶分校 (UCLA)
媒体艺术（硕士）

2018 - 2023
罗德岛设计学院 (RISD)
电影/动画/视频 (F/A/V)（学士）
计算机、科技与文化（辅修）

技能

Unity
Premiere
Photoshop
Illustrator
InDesign
C# / Java / Python
HTML / CSS / JavaScript

职业经历

2020 - 阿那亚文化公司
内容管理 实习生

2019 - 北京公社
画廊 实习生

2019 - AnD艺术空间
画廊 实习生