

Curriculum Vitae

Yu Yang

Male (he/him)

yang.yu@edu.ulisboa.pt

drartesyangyu@zzu.edu.cn

Education

2019/01/16 – 2023/01/10, Ph.D. in Art Studies, University of Lisbon — **awarded with Distinction.**

2014/10/15 – 2018/03/05, M.A. in Fine Arts, Accademia di Belle Arti di Venezia, Italy.

2006/09/10 – 2010/06/24, B.A. in Environmental Design, School of Design, Jiangnan University, China.

Positions

Tenure-track Lecturer, School of Fine Arts, Zhengzhou University, China (2023–present).

Postdoctoral Researcher, Faculty of Arts and Humanities, University of Lisbon, Portugal (2023–present).

Artist, self-employed (2011–present)

Research Interests

Film criticism, art theory, comparative literature, visual arts, and interdisciplinary studies on transcendental style in East and Southeast Asian cinema.

Projects and Grants

- 2026-2027. Young Backbone Teachers Study Abroad Program (青年骨干教师出国研修项目), funded by **China Scholarship Council (CSC)**, China.
 - 2025-2028. **Central Plains Talent Plan – Youth Talent Program** (中原英才[引才计划]-青年项目), funded by the Organization Department of the CPC Henan Provincial Committee, China.
 - 2024-2027. **Startup Research Fund**, funded by Zhengzhou University, China.
 2024. **Film7Days**, Ministry of Culture of the Republic of Tatarstan, Russian Federation.
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Honors and Awards

Academic Awards

1. **Central Plains Talent Plan – Youth Program**, Henan Provincial Government, China, 2025
2. **Best Postgraduate Student Work**, Association of Moving Image Researchers (AIM), Portugal, 2024

Art Awards

3. **Best Experimental/Animation/Music Video** (Nominee), Festival of Cinema NYC, USA, 2025
 4. **Artist in the Spotlight** (Video Art & Short Film), 18th Arte Laguna Prize, Italy, 2023
 5. **Best Short Animation** (Nominee), Short to the Point International Film Festival, Romania, 2017
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Academic publications

Book Chapter

1. “A Taxonomy of the Complexities of Embedded Narratives in Film: From Literary Description Simulation to the Visuality-Triggered Self-Referential Fallacy.” In *Innovación y expresión: Un recorrido por las artes, la cultura visual y la inteligencia artificial en la era digital*, Madrid: Dykinson, 2024. ISBN: 978-84-1170-920-0
2. “Contactless Guidance: An Analysis of the Visual Symbols on Covid-19 Posters.” In *[] With Design: Reinventing Design Modes*. Singapore: Springer, 2021. ISBN: 978-981-19-4471-0. DOI: [10.1007/978-981-19-4472-7_217](https://doi.org/10.1007/978-981-19-4472-7_217)

Journal Articles

3. “How Music Enhances the Lynchian Narrative: Angelo Badalamenti’s ‘Laura Palmer’s Theme’ and ‘Audrey’s Dance’ in Twin Peaks.” *The International Journal of Critical Cultural Studies*, , Vol. 24, No. 2, 2025, pp. 151–169. DOI: [10.18848/2327-0055/CGP/v24i02/151-169](https://doi.org/10.18848/2327-0055/CGP/v24i02/151-169)
4. “Deceptive Retrospective Narrative Strategy and Synchronistic Prerequisite: Case Study on The Design of Impossible Puzzles.” *CINEJ Cinema Journal*, Vol. 11, No. 1, 2023, pp. 258–288. DOI: [10.5195/cinej.2023.475](https://doi.org/10.5195/cinej.2023.475).

5. “Metaphors for Puzzles, Time, and Dreams: Ambiguous Narratives in *Kaili Blues*.” *The International Journal of Literary Humanities*, Vol. 21, No. 2, 2023, pp. 1–20. DOI: [10.18848/2327-7912/cgp/v21i02/1-20](https://doi.org/10.18848/2327-7912/cgp/v21i02/1-20).
6. “Projection of Multiple Fantasies: De-subjectivity of Images in Long Day’s Journey into Night.” *The International Journal of the Image*, Vol. 13, No. 1, 2022, pp. 63–79. DOI: [10.18848/2154-8560/CGP/v13i01/63-79](https://doi.org/10.18848/2154-8560/CGP/v13i01/63-79).
7. “The Fallacy of Self-Referencing Images: The Use of Ambiguous Characters in Moving Images through the Form of Painting.” *RIACT—Journal of Artistic Research, Creation and Technology*, No. 3, 2021, pp. 13–35. <http://hdl.handle.net/10451/54157>.
8. “The Relationship between Metalepsis Narrative Technique and Narrative Specificity of Puzzle Films.” *Acta Universitatis Sapientiae, Film and Media Studies*, 2025. (Under revision)
9. “Analyzing Lost Highway as a Non-deterministic Narrative Convention: Initiating Déjà Vu to Establish Alternative Causality.” *Projections: The Journal for Movies and Mind*, 2026. (Under revision)

Conference Papers

10. “Analyzing the Narrative Context of Post-industrial Audio-visual Works in Northeast China from the Absurdity in the Documentary *Tie Xi Qu: West of the Tracks* (2002)”. Paper presented in *2024 International Conference on Language Research and Communication (ICLRC 2024)*, Kuala Lumpur, 2024. DOI: [10.1051/shsconf/202419904001](https://doi.org/10.1051/shsconf/202419904001)
11. “Space or Hyperspace? The Stage Design of Kunqu Opera Restores the Inner Experience of Jiangnan Gardens”. Paper presented in *(IN)TANGIBLE HERITAGE(S): A Conference on Design, Culture and Technology – Past, Present, and Future*, Canterbury, 2022. <http://hdl.handle.net/10451/56518>

Selected Artistic Works

1. **Video Art Installation:** *Nel Pomeriggio — Daydreaming, Seagulls, Flowing River* (2024)
Link: <https://i0.wp.com/bigci.org/wp-content/uploads/2024/05/Poster-090624.jpg?ssl=1>
<https://vimeo.com/958357504>
<https://vimeo.com/958025093>
2. **Short Film (Director):** *Miss Tobacco’s Manuscript* (2024)
Link: <https://www.imdb.com/title/tt33606476>
3. **Short Film (Director):** *The Fantastic Journey of Kazania* (2024)
Link: <https://www.imdb.com/title/tt33702867>

4. **Short Animation (Director): *Siren & Zatoichi* (2017)**

Link: <https://www.imdb.com/title/tt23332160>

Academic Contributions

Journal Article Review

1. The International Journal of Design Education (2325-1298), Common Ground Research Networks.
2. The International Journal of Interdisciplinary Cultural Studies (2327-008X), Common Ground Research Networks.
3. The International Journal of Designed Objects (2325-1395), Common Ground Research Networks.
4. The International Journal of Critical Cultural Studies (2327-0055), Common Ground Research Networks.
5. The International Journal of Social, Political and Community Agendas in the Arts (2326-9960), Common Ground Research Networks.

Conference scientific committee

6. The 6th Barcelona Conference on Arts, Media & Culture (BAMC2025)
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Talks and Presentations

1. 2025/10/03. "Seriousness, Banter, and Vulgarization: The Shift in the Meaning of Sex and Violence in the Northeastern Renaissance." The 6th Barcelona Conference on Arts, Media & Culture (BAMC2025), Barcelona, Spain.
2. 2024/06/09. "Nel Pomeriggio — Daydreaming, Seagulls, Flowing River." Exhibition Hall, Bilpin International Ground for Creative Initiatives (BigCi), Bilpin, Australia
3. 2023/12/10. "Predicting the Potential Effects of Augmented Reality (AR) and Virtual Reality (VR) on Future Film Narrative." 2023 International Conference on Global Cultural and Creative Industries, Shanghai, China.
4. 2023/11/23. "Shots, Dialogue, and Scenes: A Study of the Development of Embedding Patterns in Film Narrative." IV Congreso Internacional de Formación Permanente Nodos del Conocimiento, Madrid, Spain.

5. 2022/12/17. “Deceptive retrospective narrative strategy and synchronous narrative premise: How to design an "impossible puzzle" in film narrative.” “Communicate with the elites of the world, connect the best in the world” Scholar Forum Design Discipline Sub-forum, Chengdu, China.
 6. 2022/09/28. “Projection of Multiple Fantasies: De-subjectivity of Images in Long Day’s Journey into Night.” Thirteenth International Conference on The Image, Austin, TX, US.
 7. 2022/06/17. “Space or Hyperspace? The Stage Design of Kunqu Opera Restores the Inner Experience of Jiangnan Gardens.” (IN)TANGIBLE HERITAGE(S): Design, culture and technology – past, present, and future, Canterbury, United Kingdom.
 8. 2021/12/05. “Contactless Guidance: An Analysis of the Visual Symbols on Covid-19 Posters.” The 9th Congress of the International Association of Societies of Design Research (IASDR 2021), Hong Kong, China.
 9. 2021/11/30. “The Fallacy of Self-Referencing Images.” International Cycle of Lectures on Artistic Research and *RIACT No. 3* Presentation, Lisbon, Portugal.
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Lectures and Teaching Activities

2025/06/19 – Current, Art Research (outing), Bachelor, Zhengzhou University-School of Fine Arts, China

2025/06/19 – Current, Film Art, Bachelor, Zhengzhou University-School of Fine Arts, China

2025/06/19 – Current, Graphic Language Design, Bachelor, Zhengzhou University-School of Fine Arts, China

2025/06/19 – Current, Scenography-Space and Light, Bachelor, Zhengzhou University-School of Fine Arts, China

Professional Memberships

1. Member, Association of Moving Image Researchers (AIM), Portugal
 2. Member and Peer Reviewer, Common Ground Research Networks, USA
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Languages

Chinese (Native), English (C1), Italian (A2)

Keywords

Moving Image | Art Criticism | Ambiguous Character Identity | Poetic Scenography | Spirituality
& Transcendence