

Lin-Lin Mao

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Personal Profile

After raising two children who are now young adults, my mission is to create art full time. I thrive on visually creative projects and activities, and am open to exploring new methods of visual expression. I was trained as a software developer in college but recently went back to school to earn a MA in Fine Arts. I have been passionate about creating art using a variety of methods since childhood.

Skills Profile

- Creates installation art using crochet, paintings, origami, and found objects.
- Paints portraits, landscapes, and still-lives in a representational manner using acrylics, color pencils, watercolors, or charcoals, as well as in the digital medium.
- Folds origami, knits, crochets
- Creates websites using Dreamweaver, HTML, CSS, PayPal buttons.
- Publishes Amazon eBooks using Kindle Direct Publishing.

Group Exhibition History

- October 2018: *100 under 100 (and the Sweet Suite 300)*, '57 Biscayne Artist Studios, Seattle, WA.
- May 2018: *You Are Here Too*. Good Arts Gallery, Seattle, WA.
- September 2017: MA Fine Arts degree show. Bath Spa University, Bath UK. Exhibited two installations created primarily with yarn.
- August 2017: *Someplace*. Centrespace Gallery, Bristol, UK.
- May 2017: *Zeitgeist*. Fringe Arts Festival, Bath, UK.
- March 2017: *The Future Can't Wait*. Black Swan Arts, Frome, UK. Exhibited mixed-media piece of acrylic paint, photos on paper, and 1000 origami cranes on canvas.
- February 2017: *Walcot Chapel Residency*. Walcot Chapel, Bath, UK. Created an installation using mirrors, painted origami cranes, painted origami white poppies, string of mini lights, floor cushions.
- October 2010: *Expressions Portrait Exhibit*. ArtSpace Herndon, Herndon, VA.
- June 1985: *SIGGRAPH 1985 Art Show*, San Francisco, CA.

Education

- 2018: Selected to participate in 2-day City of Seattle: 2018 Public Art Boot Camp Training
- 2017: Received MA in Fine Arts from Bath Spa University, Bath, UK.
- 1985: Received MS in Visual Studies from MIT, Cambridge, MA.
 - Thesis and project: "Computer Art and Creative Tool Making". Researched how computers can be used as digital paint brushes. Created a software program for users to create their own digital brushes to then "paint" images with. The software also provided the user the ability to control the size and opacity of the brush mark while painting.
 - Studied under award-winning graphic designer Muriel Cooper at the Visible Language Workshop at the MIT Media Lab.
- 1982: Received BA in Computer Science from Brandeis University, Waltham, MA.

Recognitions

- Oil portrait painting *Maya* selected by jury to be exhibited at "*Expressions*" Portrait Exhibit at ArtSpace Herndon in Herndon, Virginia in 2010.
- Digital art work *Alfalfa* selected by jury for *SIGGRAPH 1985 Art Show*.
- Digital art work *Alfalfa* selected as finalist for *ComputerWorld* magazine's 1985 computer art competition.

Work History

- 2006 to Present: Self-employed artist and website designer.
- 2006 to 2016: Volunteer website developer and webmaster for various non-profit organizations.
- 1995 to 2015: Volunteer at my children's schools with fundraisers, and activities related to math and art.
- 1989 to 1995: Software developer for IBM. Developed the graphical user interface for various PC products.
- 1985 to 1989: Software developer for Associative Design Technologies. Developed the graphical user interface for the company's workflow product.