
BIO:

John is an artist, a troublemaker, and a Mr.Nobody. He wanders between art and science without boundaries, looking for new possibilities lying under the intersection area. His artworks take different forms, including but not limited to text, sound, video, net art, software art, generative art, and installation.

John obtained a Bachelor of Art and Science degree with the highest GPA from School of Creative Media, Hong Kong, in 2022. He also holds a MA Contemporary Art Practice degree from the Royal College of Art, London. He has shown his works in several museums, galleries and festivals in Hong Kong and the UK, including Tai Kwun (HK) and Tate Modern (London).

ARTIST STATEMENT

As an interdisciplinary artist, I seamlessly merge art, science, and technology in my creative practice. I examine media as the boundary/bridge between here and there, self and other, the tangible and the virtual, reality and imagination. With a primary focus on digital media, my works traverse multiple forms, including text, sound, video, net art, software art, generative art, and installation. My works concern mainly two areas of themes: the social, cultural and political impact of media technology and the crossover between art and science.

Drawing inspiration from the concept of the Digital Twin, I created a new framework called "Digital Parallel." Unlike a mere representation or simulation, Digital Parallel reforms, re-imagines, and re-interprets the original physical object or system. It is like a strand within parallel universes, originating from the same foundation as the physical counterpart but manifesting in vastly divergent forms, each conveying a unique narrative.

Under this framework, my recent works investigate the possibility of digital life and ecosystems. Based on extensive studies of various natural ecosystems, particularly aquatic ones, I develop algorithms that generate a digital "world" inhabited by digital "creatures" moving around and interacting with each other.

When we gradually extend our flesh to electronic gadgets, the impulse of neuron cells is no longer the only place spirits might reside. The integration of the digital world and the physical world has begun. It is a wild future that we might need to prepare for.

Artist/
Creative Technologist/

"JohnC" ZHANG Yu

...

SELECTED EXHIBITIONS:

- **2023, London**
 - RCA2023, RCA Battersea, SW11 4AY, London
- **2023, Nottingham**
 - Pint of Science 2023, The Carousel, 25 Hockley, NG1 1FH, Nottingham
- **2023, London**
 - We Are All In This Together, The Easter Gallery, 205a Kingsland Road, E2 8AN, London
- **2023, London**
 - Beyond Surface – Tactile Presence x Tate Modern Late, Tate Modern, London
- **2023, London**
 - Light the Way Festival, Southmere Lake, SE2 9TX, London
- **2022, Hong Kong**
 - SCM Graduation Show, Singing Wave Gallery, Hong Kong
- **2021, London**
 - STREET Exhibition, Abovethclouds Studio, London
- **2020, Online**
 - Hacking Greta Thunberg, www.hacking-greta.com
- **2019, Zurich**
 - TNR Launch Night, Kino Roland, Zurich
- **2019, Hong Kong**
 - Blown Away, TaiKwun, Hong Kong

ONLINE PORTFOLIO:

<https://johncheung.art/portfolio/>

WEBSITE:

<https://johncheung.art/works/>

CONTACT ME:

WhatsApp/Signal: +852 60988448
me@johncheung.art

<https://johncheung.art>

ACADEMIC BACKGROUND:

SCHOOL OF CREATIVE MEDIA
CITY UNIVERSITY OF HONG KONG

Bachelor of Arts and Science (New Media)

2018 – 2022

- First Class Honours
- Entrance full scholarship
- University scholarship
- Dean's Lister
- Graduates representative
- Maintain a GPA of 3.83
- Receive Student Award for Outstanding Academic Achievement

SHARE CAMPUS HACKING
GLOBAL POP ICON SUMMER
SCHOOL 2019

in Zurich University of the Arts

2019

- Received an A grade

SHARE CAMPUS HACKING
GLOBAL POP ICON SUMMER
SCHOOL 2020

Online

2020

- [Project](#) selected for archive

SHARE CAMPUS STREET
SUMMER SCHOOL 2021

Online

2021

- [Project](#) selected for [program cover](#)

ROYAL COLLEGE OF ART

MA Contemporary Art Practice

2022 – 2023

- Works shown in various exhibition and events including Tate Modern Late

WORK EXPERIENCE:

RESEARCH ASSISTANT

For Professor Daniel C. Howe

Aug 2020 – Aug 2022

- Assisted in coding and data entries
- Developed and maintained open-source projects including [RiTa](#), [AdLiPo](#), [AdNauseam](#), [Preoccupations](#), and more

TEACHING ASSISTANT

Shared Campus Arts & Crafts Matter Summer School 2021

June 2021 – July 2021

- Provided introduction sessions of 3D softwares to the students
- Provided technical assistance for the students in their projects
- Assisted in online workshops and field trips
- Created documentation video and pictures

INTERN TECHNICIAN

Tai Kwun Culture and Arts Company Limited – Tai Kwun Contemporary Art Team

May 2022 – Aug 2022

- Worked with the curation and technician teams
- Worked on curation, exhibition setup, maintenance, and dismantling.
- Exhibitions involved include [emo-gym](#), [Double Vision](#) and [Behind Your Eyelid – Pipilotti Rist](#)