

Katherine Liu

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Chinese American multidisciplinary artist and designer creating permanent and temporary artwork for civic, community, cultural, and commercial spaces. Her practice explores joy, Northern California ecology, diasporic memory, and everyday objects through painting, illustration, textile art, and installation. Experienced in translating illustration into painted concrete, printed aluminum, laser-cut components, murals, and textiles.

Selected public clients include the City of Mountain View and the City of Palo Alto. Selected community and commercial clients include Sequoia Fabrica, Logitech, Instagram, Discord, and Habbi Habbi.

Selected Public Art & Murals

Where the Golden Things Grow | Mountain View, CA

2026

- Permanent pair of spherical concrete bollard murals, each approximately 4 feet in diameter, on Castro Street in downtown Mountain View; completed May 2026.
- Exterior paint with an anti-graffiti protective coating; concrete primed by the City.
- Commissioned through the City of Mountain View's public-art program and approved by the Visual Arts Committee.
- Responsible for concept and design, proposal and presentation, painting, sealing, and coordination. Completed independently within the City's final two-week painting window and \$1,500 budget.

Maker Forest | San Francisco, CA

2025

- Mural exploring how a culture of making and building can coexist with nature, commissioned by Sequoia Fabrica Community Makerspace.
- 10 x 12 foot interior mural made from more than 35 individually shaped, laser-cut quarter-inch plywood components, primed and painted with acrylic latex paint.
- Vectorized and laser-cut using the makerspace's own tools; each plywood component was installed individually with mounting tape so the work could be relocated if the organization moved.
- Completed pro bono from approximately August to September 2025; responsible for design, fabrication, painting, community paint-day coordination, and installation.

Defying Logic | Logitech, San Jose, CA

2023

- 8 x 15 foot interior mural design created for Logitech's San Jose office and completed July 2023.
- Responsible for design, production-ready files, and collaboration with Logitech's internal teams; Logitech handled fabrication and installation.
- Completed on schedule and within the \$4,000 design budget.

Without Rain | Palo Alto, CA

2021

- Temporary outdoor mural inspired by natural cycles, including tides, sunrise, rainfall, and the growth of flowers.
- 6 x 8 foot digital illustration printed on a thin aluminum substrate and professionally installed by the City's printing vendor.
- Commissioned by the City of Palo Alto Public Art Program and exhibited at King Plaza in downtown Palo Alto.
- Responsible for concept, design, proofs, and production-ready files; fabrication and installation were coordinated by the City. Completed on schedule and within the \$2,500 artist-design commission.

Art & Design Experience

Artist and Founder, Meridrop Aug 2020 – Present

- Founded and operate an independent art and clothing practice centered on playful, illustration-forward garments, accessories, and objects.
- Develop each product from original illustration through sampling and production, coordinating with manufacturing partners and maintaining quality across limited runs of approximately 50 to 200 pieces.
- Present and sell work through Bay Area art fairs, retail stores, and wholesale partners.

Founding Team Member, Formfunction Jun 2021 – Jun 2023

- Helped build an online marketplace connecting independent artists with collectors; artists earned approximately \$5 million through the platform in its first year.
- Hired and led a team of ten and designed the platform's website and brand from initial concept through launch.
- Developed in-person galleries, residencies, and public events for artists.

Selected Recognition

Shortlisted artist | City of Palo Alto Public Art Program, public parking garage mural 2026
Shortlisted artist | CATAN and Games of Berkeley storefront mural 2024
Selected artist | City of Los Altos Public Art Program, public mural; project canceled prior to execution 2023

Education

B.S, Symbolic Systems and Human-Computer Interaction, Stanford University, CA Sep 2014 – Dec 2017