

EDUCATION

University of California, Berkeley GPA: 3.6/4.0

August 2017 – May 2020

Master of Architecture (Option 3)

Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, User Interface Design and Development, Theory and Practice of Tangible User Interfaces, Virtual Reality Development, Urban Informatics and Visualization, Architecture Design Studios

University of California, Los Angeles GPA: 3.5/4.0

September 2012 – June 2016

Bachelor of Science in Applied Mathematics | Bachelor of Art in Architecture Studies

Relevant Coursework: Statistics, Introduction to Programming, Mathematic Courses, 3D Modeling Technology, Architecture Design Studios

WORK EXPERIENCE

XR Lab, College of Environmental Design

Berkeley, California

Research Assistant

May 2019 – July 2019

- Developed 3D architectural model and virtual reality experience with Unity and Oculus Rift
- Rendered multiple museum interiors and materiality for the Berkeley Art Museum and Pacific Film Archive .
- Designed and programmed playful user interactions, animations and artwork displays in Unity.
- Integrated innovative game play functions to provide users with immersive experience in architecture and VR technology

KSP Jürgen Engel Architekten

Beijing, China

Architectural Intern

March 2017 – June 2017

- Participated in design development and construction documentation phase of Shenzhen Art Museum and Library.
- Produced construction drawings of floor plans and façade configurations.
- Modified designs based on client, government and principal feedbacks.
- Coordinated and assisted architectural designer team and Shenzhen construction team with HVAC engineering adjustments.
- Communicated with global suppliers on building material selection.

EXHIBITION

Cal Day 2019 Virtual Reality Deep Dive @ UCB CED

April 2019

Built the VR experience of abandoned BAMPFA museum for interaction showcase. Dived into applications of VR for architectural design, user experience, and storytelling.

The Currents Exhibition @ UCLA AUD

May 2016

Built the digital simulation model and quarter scale physical mock-up to mimic the design-change-build cycle. Questioned the role of architects in the built world.

Rumble Exhibition: The Body of the Object @UCLA AUD

June 2015

Researched how software environments impact on design production by exploring the generative possibilities and interaction between two-dimensional and three-dimensional virtual and material systems offered by advanced digital environments.

AWARDS

AIA COTE Top Ten For Students

May 2020

ACSA (\$1,000)

A design competition to recognize student work that displays sustainable design at the highest level

- Worked in a team of three and balanced technical proficiency in building science with elegant design by marrying historic renovation with high-performance sustainable design together.

CED Departmental Fellowship

August 2017

UC Berkeley (\$20,000)

Departmental scholarship to selected students with outstanding academic work and innovative ideas

SKILLS

Modeling and Drafting: Rhinoceros, Grasshopper, T-spline, Visual ARQ Auto CAD, Revit

Fabrication: Laser-cut, CNC, 3D print, Zund

Representation: Figma, Enscape, Unity, Photoshop, Illustrator, InDesign, Hand-drawing, V-ray

Others: Microsoft Office, Python, Java, C Sharp