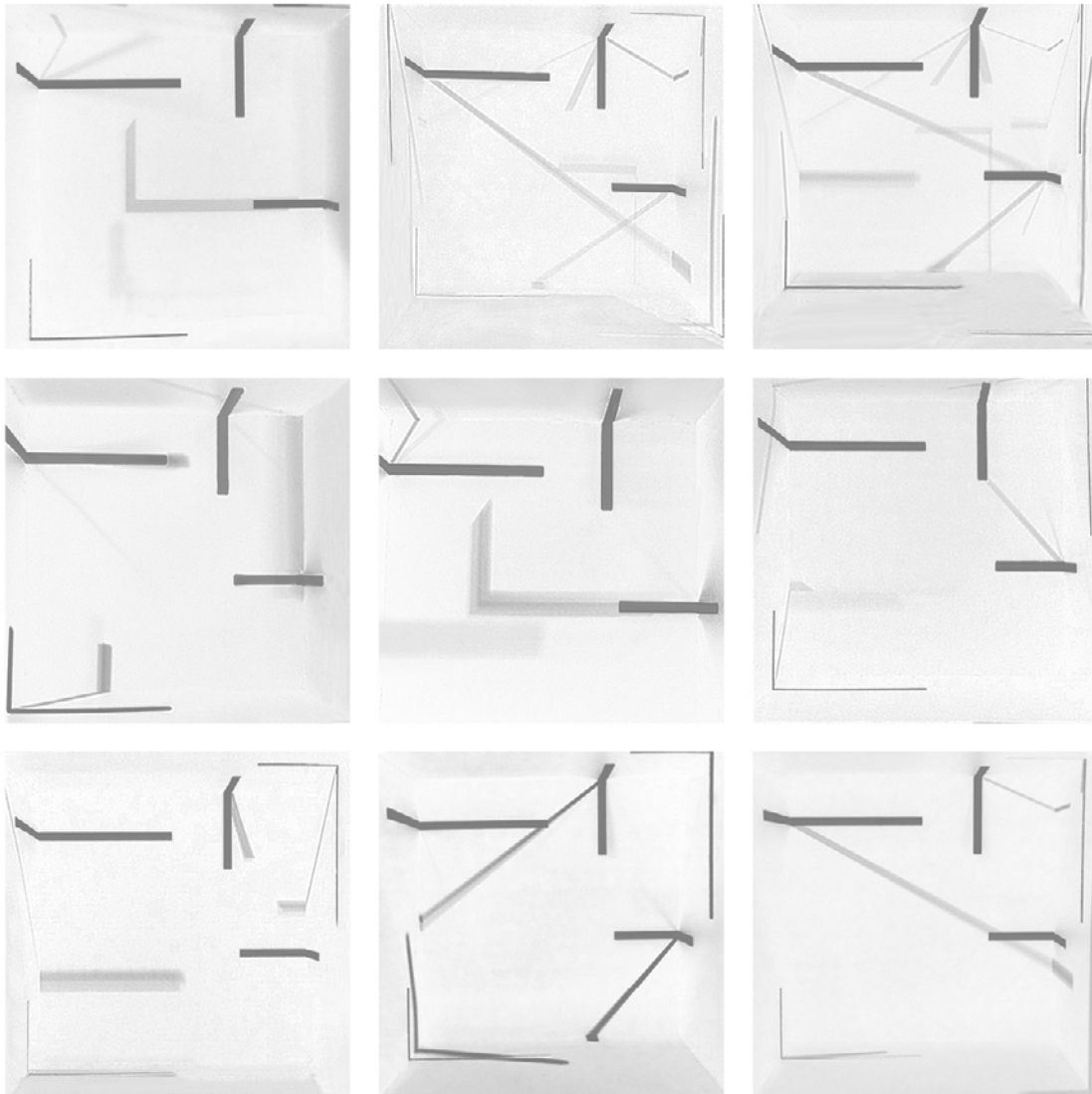




Selected Works

MOMO TIANYI WEI

Architecture · Design

Architecture has its own realm. It's not the act of constructing spaces alone, something could easily be done with metal machines and repeated labor. It has a special relationship with life, a particular connection with humanity.

MOMO TIANYI WEI

LEED GA.
M.Arch, B.A., BEC.,
weity.mmo@gmail.com 734.546.7557

EDUCATION

2013-2016 Ann Arbor, MI	University of Michigan Master of Architecture Taubman College of Architecture and Urban Planning
2009-2013 Beijing, CHN	China Foreign Affairs University Bachelor of Art English and International Studies Bachelor of Economics International Economics and Trades Merit Student Excellent Academic Standing
01/2012 Beijing, CHN	Architectural Association School of Architecture Architecture design workshop

PROFESSIONAL EXPERIENCE

09/2016-now Seattle, WA	NBBJ Architectural Designer Project S (Seattle, WA) -Participation in revised SD phase and DD phase. Engage in tower design, facade design, 3D modeling, Revit modeling & drafting, model making, documentation and coordination; assist in client communication. Starbucks Headquarter Expansion (Seattle, WA) -Innovation Center- Participation in concept research, SD and DD phase. In charge of transitional space design; engage in 3D modeling, Revit modeling & drafting, model making, documentation and disciplines coordination; assist in client communication. -Workplace- Participate in the design development, diagram and documentation. Sports Company U.S. Headquater Expansion (Portland, OR) -Participation in the design concept competition, workplace strategy development, 3D modeling, modular study, diagramming, etc. PATH Workplace Utilization Study (Seattle, WA) -Participate in the research and data collecting process, report design and client communication. Moss Adams Workplace Improvement (Multiple Cities) -Participate in design, programming and documentation.
06-09/2016 Orlando, FL	AECOM Architectural Designer Retail and Commercial Building (Beijing, CHN) Multifunctional Theater (Beijing, CHN) -Participate in the Revit modeling & drafting in SD and DD phase, including the plan development and facade development.
01-07/2016 Ann Arbor, MI	Adams + Gilpin Design Studio Research Assistant -Participation in research projects, design proposals and essay/paper editing.
05-08/2015 Beijing, CHN	Chiasmus Architectural Intern -Participation in the design process, client communication meeting, drafting, etc.
09/2014-12/2015 Ann Arbor, MI	University of Michigan Graduate Student Instructor -Teaching assistant for Structure course; research assistant; lab lecturer; grading.
05-08/2014 New York, NY	Freyer Collaborative Architects Architectural Intern Poplar Residence (Brooklyn, NY) -Participate in design development, documentation and construction administration. Ice House (Telluride, CO) -Participation in schematic design, permit documentation. Others -Participate in site survey; model making; 2D drafting.

HONORS + AWARDS

05/2016	Thesis Honor - Olfactory Theater
2009-2013	Merit Student - China Foreign Affairs University
2012	People Scholarship - China Foreign Affairs University

SOFTWARE + OTHER SKILL

Graphic & Document	Photoshop Illustrator Indesign Microsoft office	Rendering	Vray for Rhino Mental Ray
Digital Drafting	Revit AutoCAD	Model Making	CNC Milling Laser Cutting 3D Printing Zund Cutter
3D Modeling Software	Revit Rhinoceros Grasshopper Autodesk Maya SketchUp	Others	Grasshopper Flow Design iMovie Finalcut Premiere

EXHIBITION + PUBLICATION

2017 Seattle, WA	Installation - P1 Design Festival Block Party; Deep Playa Fall Campout; Portland Winter Design Festival Collaborate with Gordon Yuan + NBBJ Skunkwork
05-08/2016 Ann Arbor, MI	Thesis Award Exhibition Taubman College Thesis - Olfactory Theater Instructor: Jen Maigret
04/2016	Chromosapiens - Reconsidering Architecture and Infrastructure within Disability Culture, Architecture Technique Magazine Research Assistant of Robert Adams
2016	Dimensions V.29 Thesis - Olfactory Theater Instructor: Jen Maigret
03/2014, 03/2015 Ann Arbor, MI	Architecture Student Exhibition Taubman College <i>A Tale of Empty City</i> Instructor: Robert Adams <i>Detroit Urban Waterscape</i> Instructor: Ana Morcillo Pallares
2015	Dimensions V.28 Graphic designer, Editor

ACADEMIC EXPERIENCE

03/2016 Mexico, MX	Cultivars + Urban Natures Mapping Mexico's urban texture; study water system; collect data for Thesis olfaction research.
10/2015 Beijing, CHN	B.A.S.E. Beijing - Urbanization + Contemporary Art Observe and study Beijing's urbanization process; interview contemporary artists.
01/2012 Beijing, CHN	Beijing's Neo-center Design Proposal Study Tongzhou's potential of developing into the new sub-city center of Beijing; Create urban design proposal.

LANGUAGE

Chinese - Native	English - Fluent	Spanish - Basic
------------------	------------------	-----------------

REFERENCE

Ryan Mullenix NBBJ, Seattle AIA, Partner Design Leader; Supervisor RMullenix@nbbj.com	Kelly Griffin NBBJ, Seattle LEED AP, Principal Strategy Leader; Advocate KGriffin@nbbj.com
Jen Maigret MAde Studio http://www.made-studio.org/ Associate Professor of Architecture Thesis Instructor maigretj@umich.edu	Robert Adams Adam + Gilpin Design Studio Associate Professor of Architecture Director, Master of Science in Design & Health Design Studio Instructor, Research Leader robadams@umich.edu

CONTENTS

— Professional

01 PROJECT S

Architecture - Core & Shell



02 STARBUCKS HEADQUARTER

Interior + Architecture - Tenant Improvement



03 SPORTS COMPANY U.S. HEADQUARTER

Architecture + Interior + Workplace Strategy - Competition



04 MOSS ADAMS WORKPLACE

Interior - Tenant Improvement



05 THEME PARK

Architecture + Interior - Commercial & Retail building + Multi-functional Theater



OTHER WORKS - Professional

Architecture + Interior - ICE HOUSE

Interior - POPLAR RESIDENCE

Interior + Workplace Strategy - F5 FEASIBILITY STUDY

Workplace Strategy - PATH WORKPLACE UTILIZATION STUDY



— Academic

05 OLFACTORY THEATER

Architecture - Thesis / An synesthetic theater of smell



06 (LAB)YRINTH MONASTIC BEER MACHINE

Architecture + Interior - A monastery with brewery in Chicago



07 URBAN WATERSCAPE

Architecture + Landscape - Urban park with floodwater purification system



08 TRANSFORMED SPROUT

Conceptual - Experimental forming studies



09 SHELL | SHIELD

Architecture + Conceptual - Arch Out Load Open Idea Competition



OTHER WORKS - Academic

Architecture + Performance Art - A TALE OF EMPTY CITY

Conceptual - MAPPAE MUNDI

Performance Art - ChickeN EDUCATION

Installation - MEDIATED DISSOLUTION





01 PROJECT S

NBBJ

Architecture

Core & Shell - In process

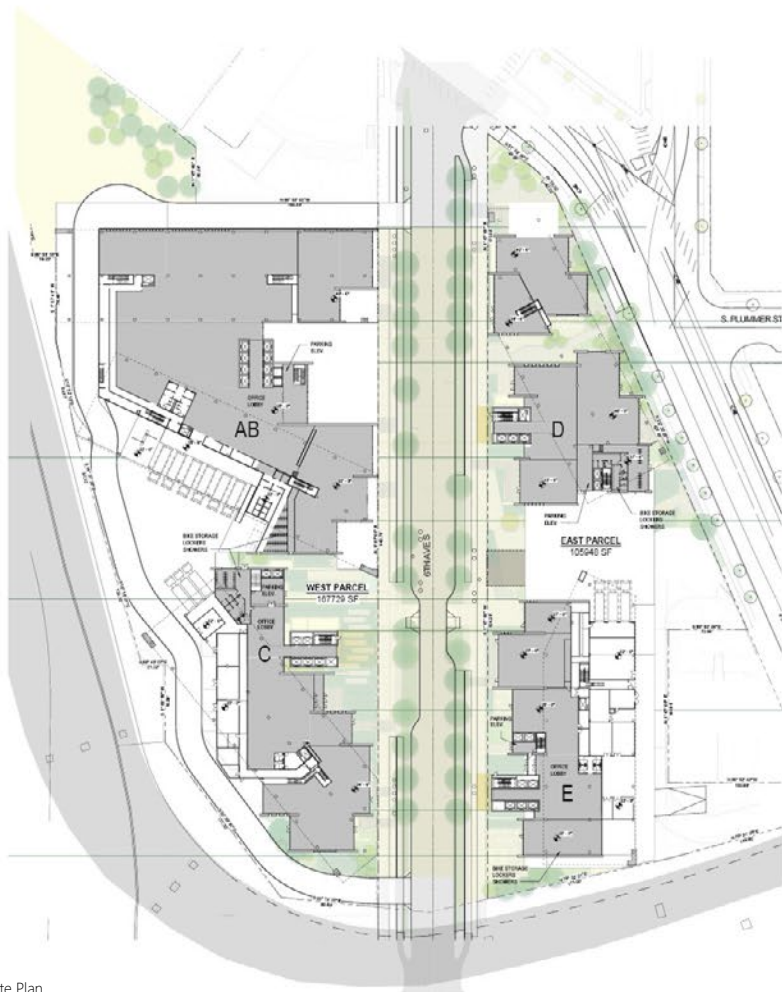
Location: Seattle, WA

Design period: 2014 - present

Works Scope: SD, DD

*Responsibility: Design, Design Development, Program Studies, Facade Design,
Modeling, Documentation, Coordination*

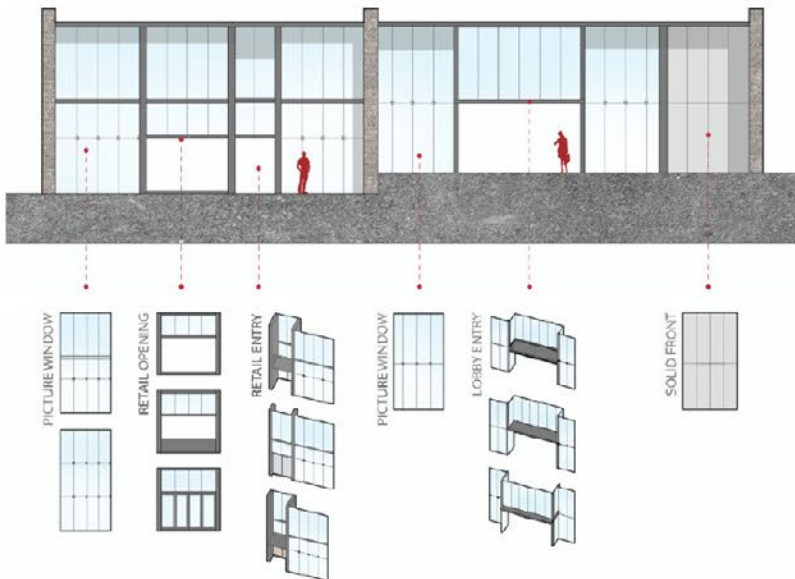
Software: Rhino, Revit, Illustrator, Photoshop, InDesign



Site Plan



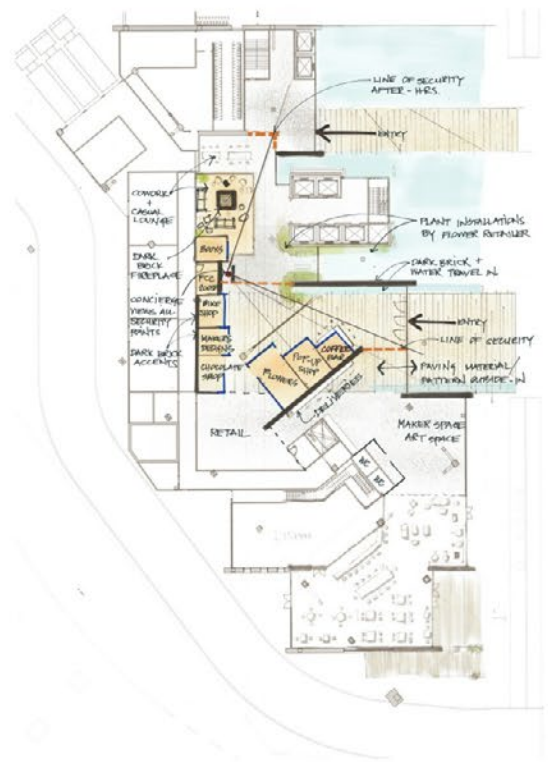
Typical Floor Test Fits



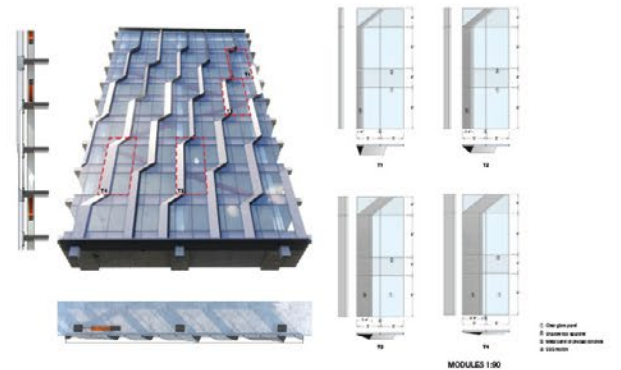
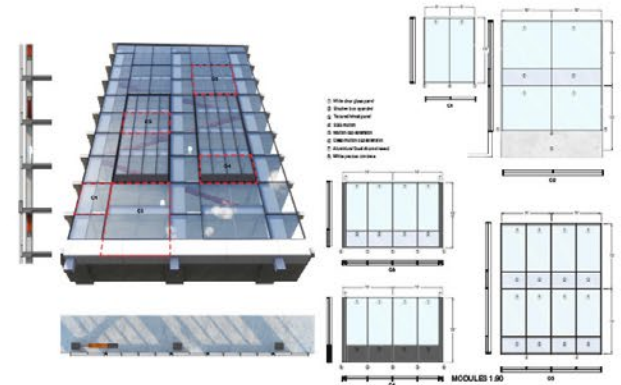
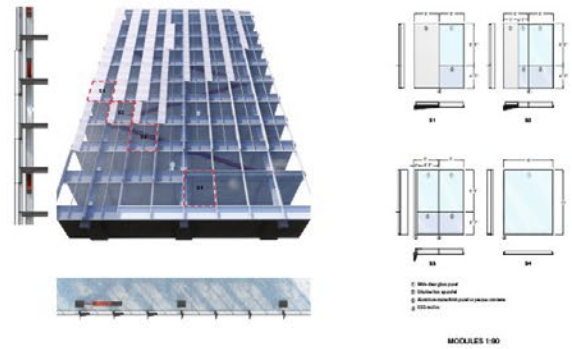
Store Front Studies



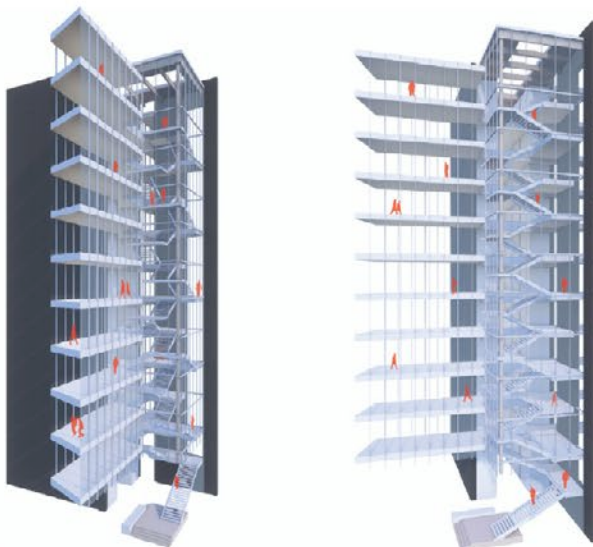
Material Palettes



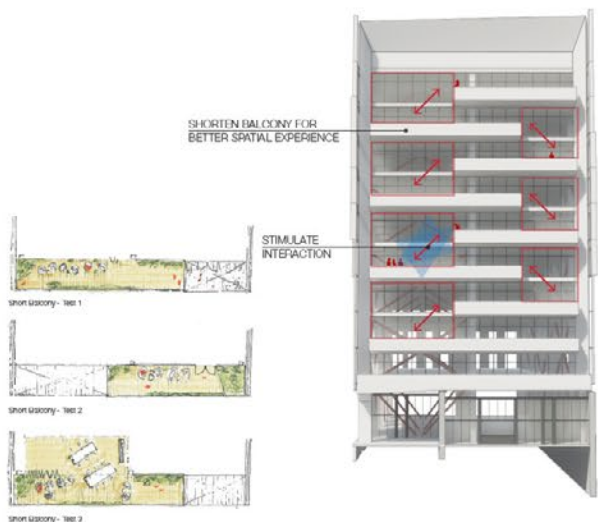
Typical Ground Floor Test Fit



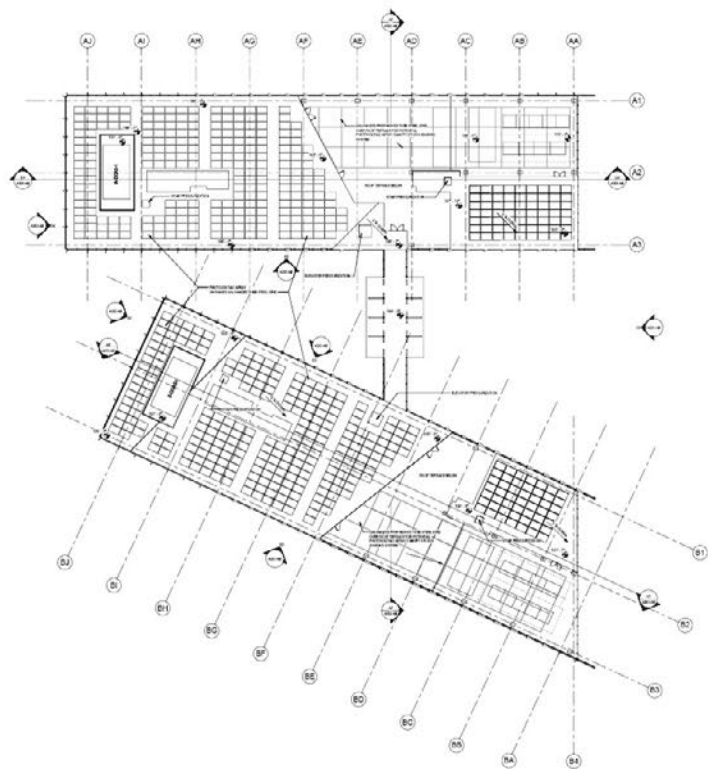
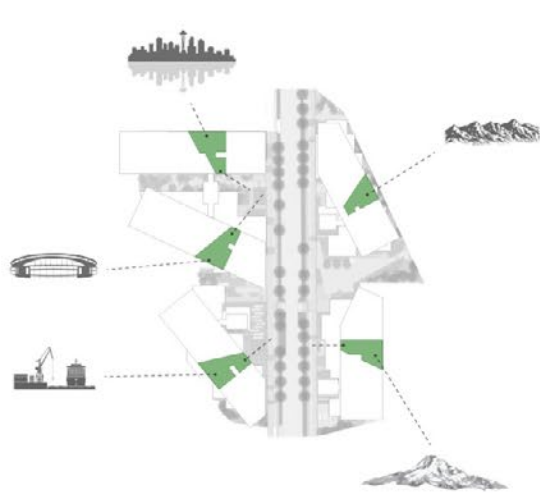
Facade Studies



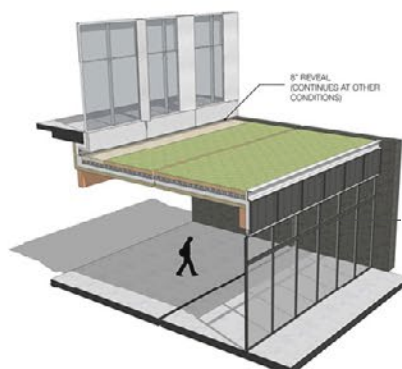
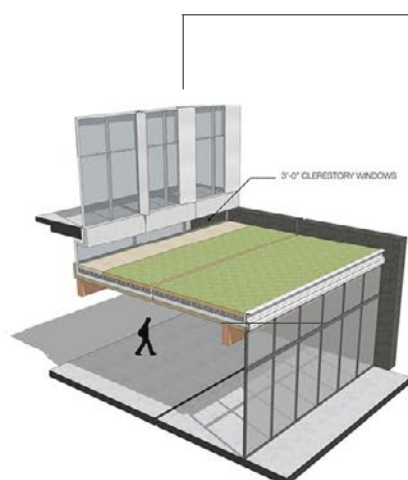
Circulation Tower Studies



Balcony Studies



Roof & Top Floor Studies



Tower Podium Connection Studies



02 STARBUCKS HEADQUARTER

NBBJ

Interior + Architecture

Tenant Improvement - Completed

Location: Seattle, WA

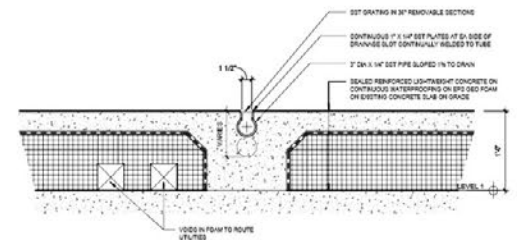
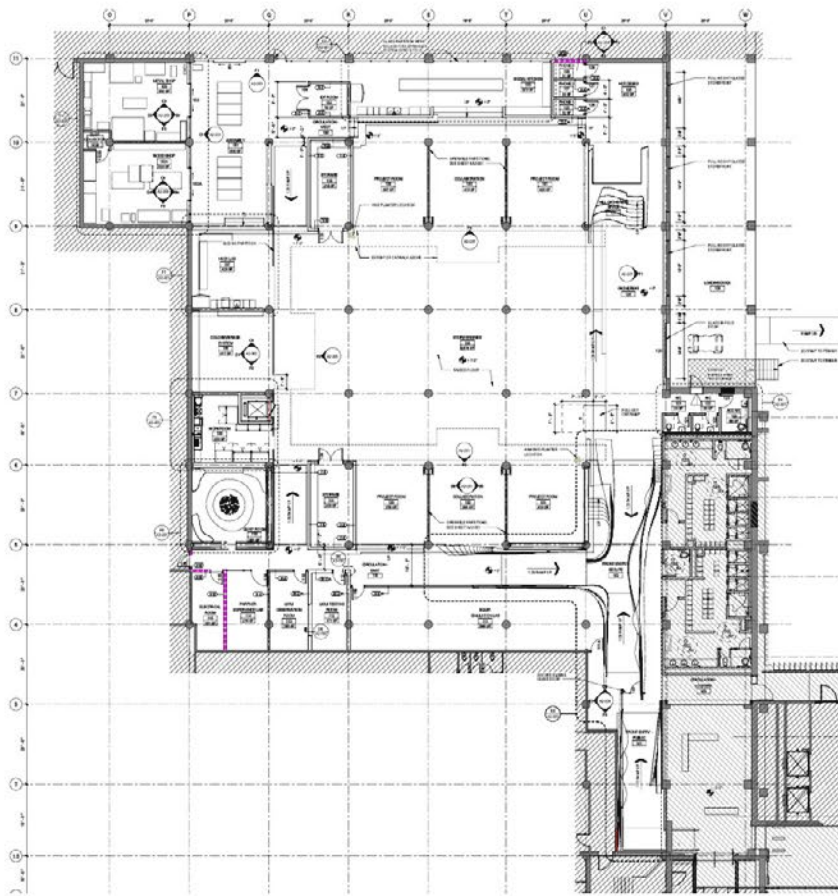
Design period: 2016.10 - 2017. 05

Works Scope: Concept Design, SD, DD, CD

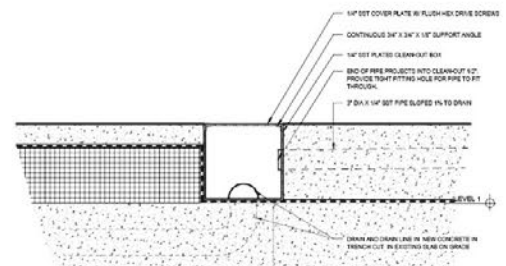
Responsibility: Innovation Center - Design, 3D Modeling, Documentation, Coordination

Workplace/Lobby/Retail/Facade - Documentation

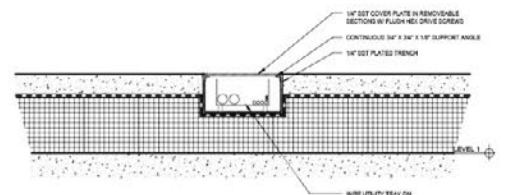
Software: Revit, Rhino, Illustrator, Photoshop, InDesign



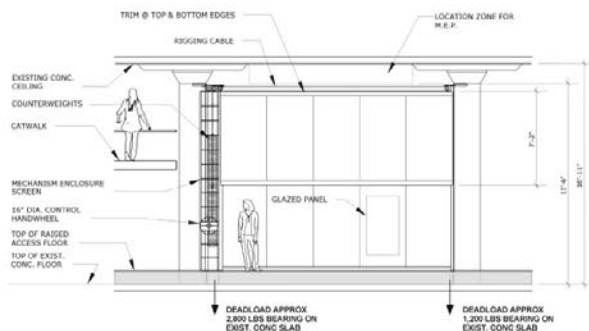
① C1000 SLOT DRAIN AT RAISED FLOOR (A2)
SCALE: 1/16\"/>



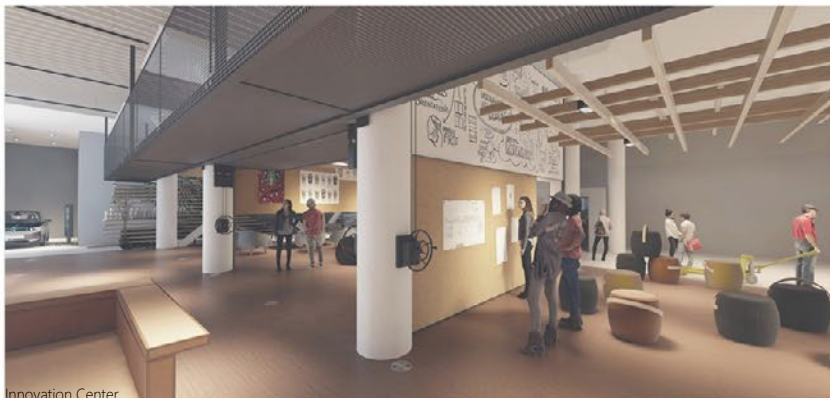
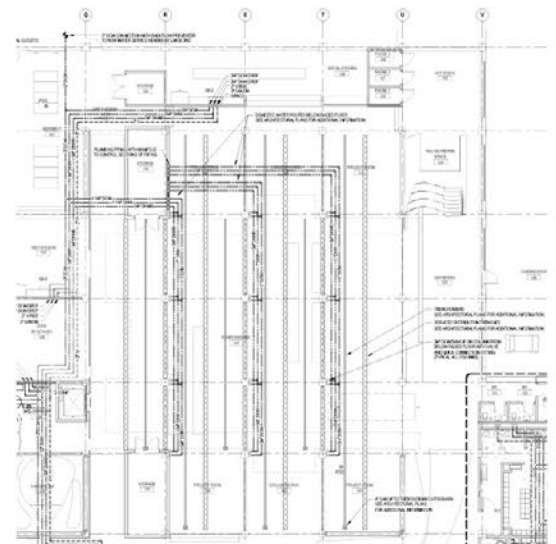
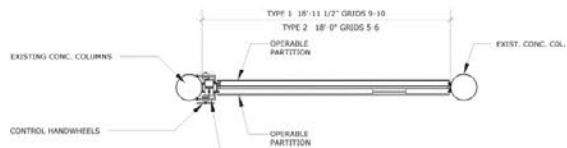
② C1000 CATCH BASIN AT RAISED FLOOR (A2)
SCALE: 1/16\"/>



③ C1000 UTILITY TRAY AT RAISED FLOOR (A2)
SCALE: 1/16\"/>

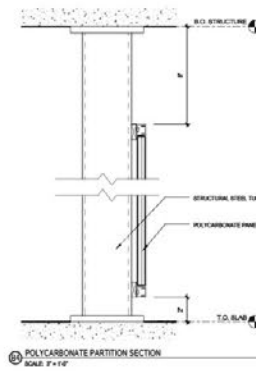
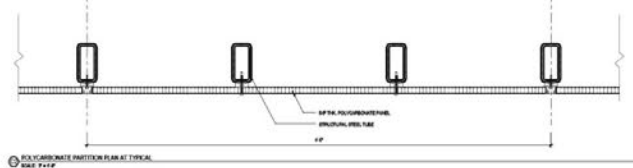
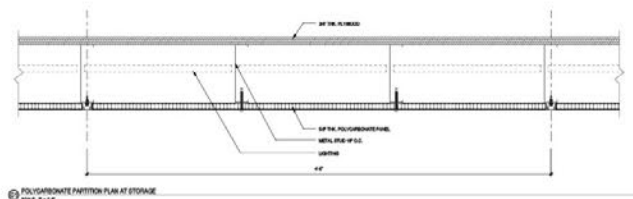
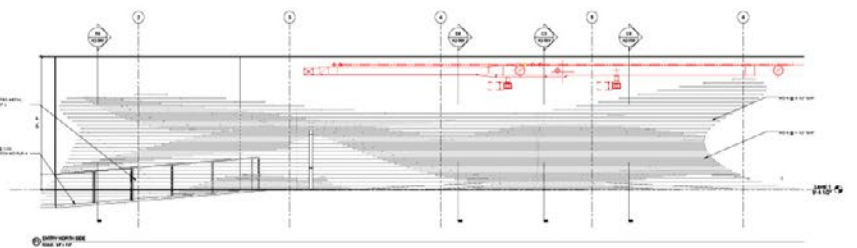
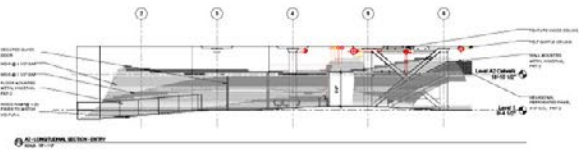
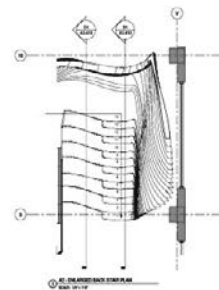
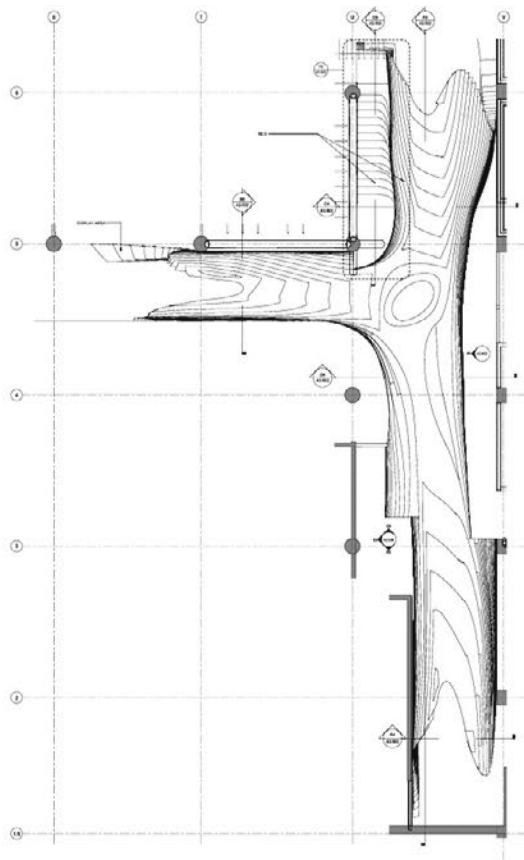


ELEVATION 1/8\"/>



Innovation Center







03 SPORTS COMPANY U.S. HEADQUARTER

NBBJ

Architecture + Interior + Workplace Strategy

Competition - Unbuilt

Location: Portland, OR

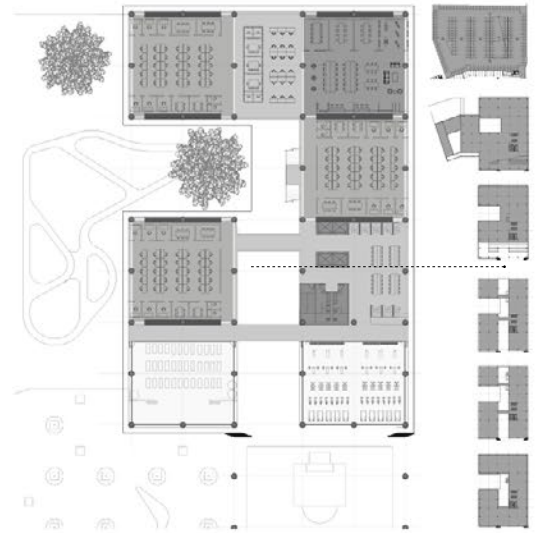
Design period: 2017.08 - 09

Works Scope: Concept Design, Workplace Strategy

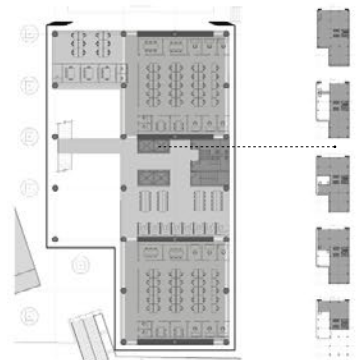
Responsibility: Design, Program Development, Diagram, Modular design,

Modeling, Rendering editing, Coordination

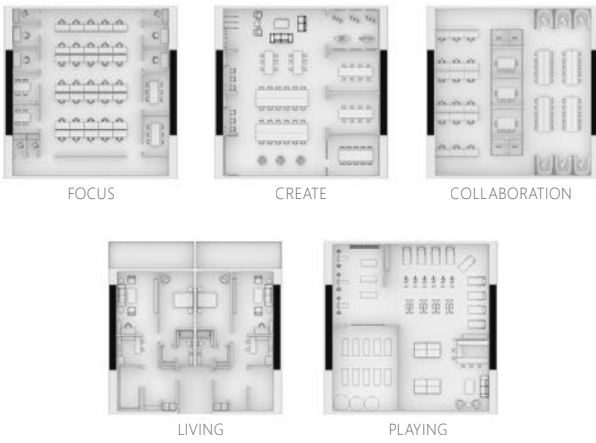
Software: Rhino, Illustrator, Photoshop, InDesign



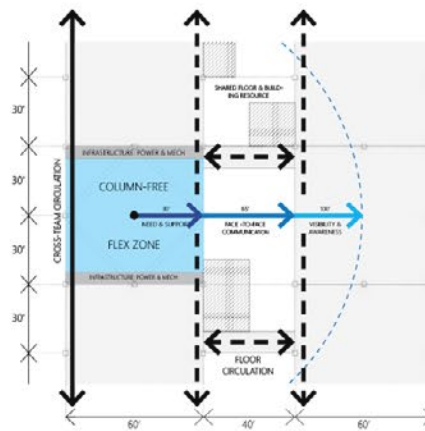
Building A
Level 3 Plan



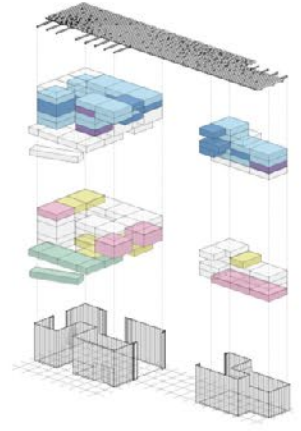
Building B
Level 3 plan



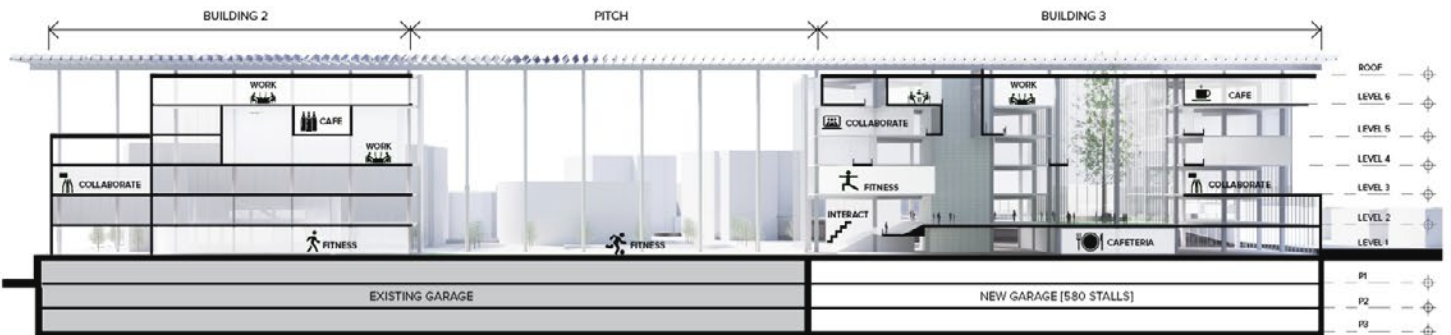
Modulars



Modular Floor



Modular Building



Section

04 MOSS ADAMS WORKPLACE

NBBJ

Interior

Tenant Improvement - Completed

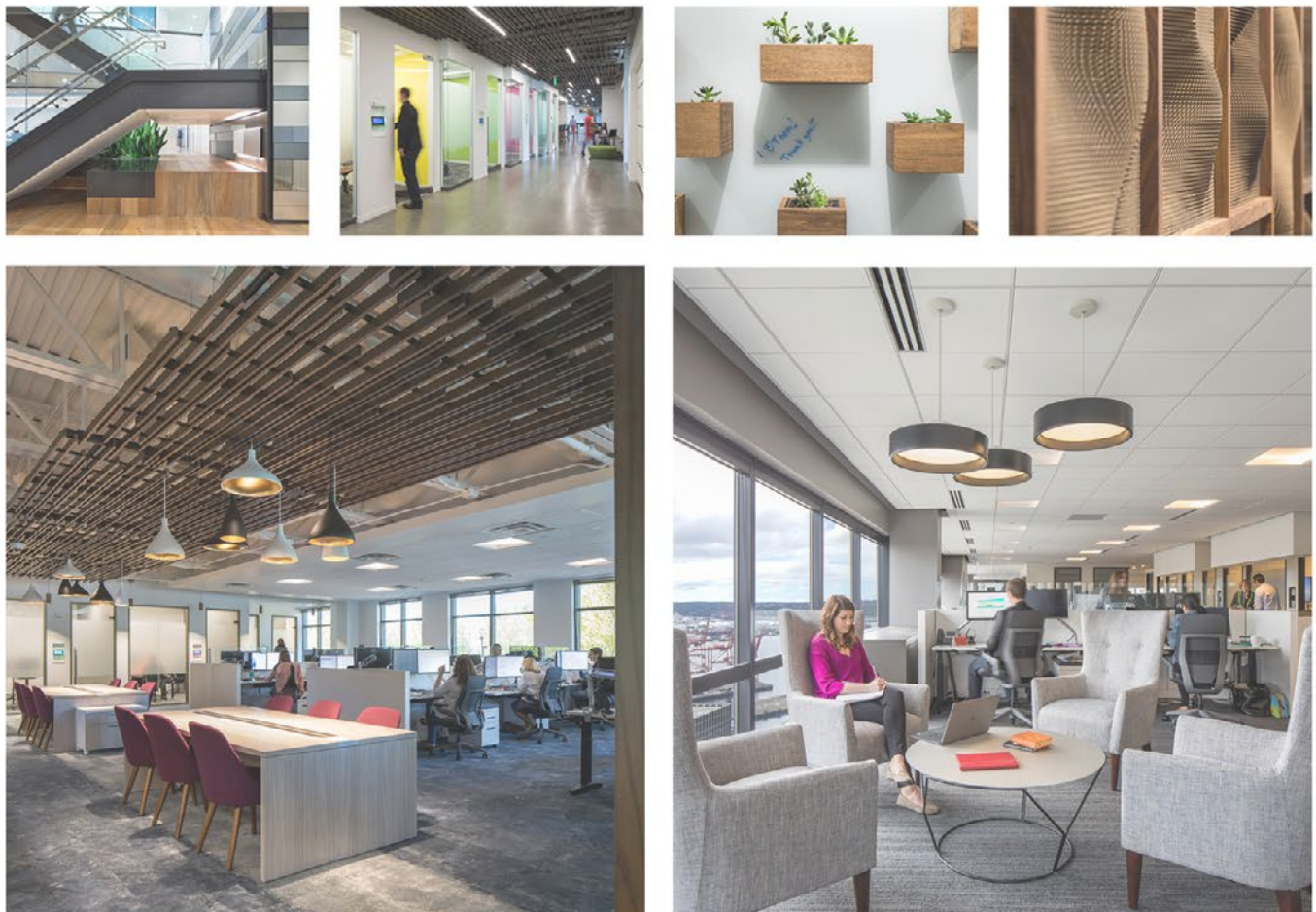
Location: National

Design period: 2017.08 - 2017.12

Works Scope: DD, CD, CA

Responsibility: Design, Documentation, Coordination

Software: Revit, Photoshop, InDesign



05 F5 HEADQUARTER

NBBJ

Interior + Workplace Strategy

Tenant Improvement - Under Construction

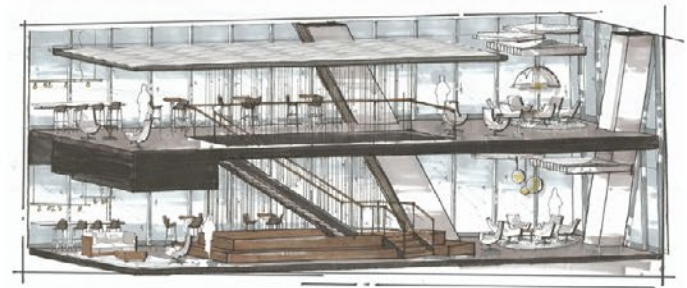
Location: Seattle, WA

Design period: 2017.01 - 2018.03

Works Scope: Workplace Strategy, Interior Feasibility Study, DD

Responsibility: Program study, Planning, Computational design, Documentation

Software: Revit, Rhino, AutoCAD, Illustrator, InDesign



Level 33



Level 34

Exterior Expression

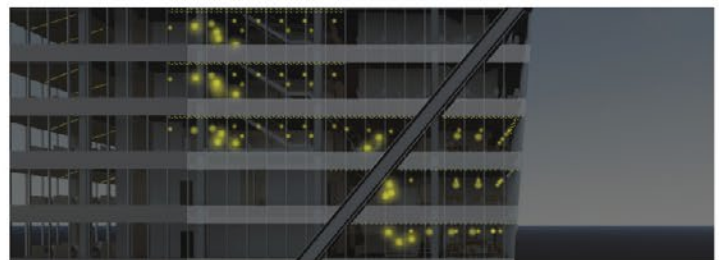
From surrounding buildings:

- Perforated metal peek under the spandrel
- Globe lights throughout the depth of spacial spaces

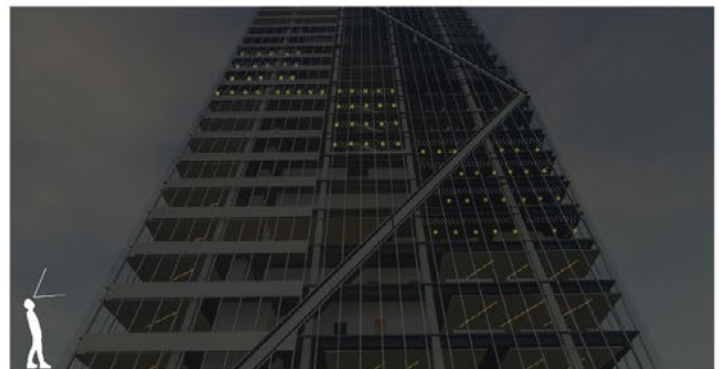


From streets below:

- Field of lit perforated metal
- Nearest globe lights along window perimeter



FROM SURROUNDING BUILDINGS



FROM STREETS BELOW

ICE HOUSE

Freyer Collaborative Architects

Architecture + Interior

Hotel - Built

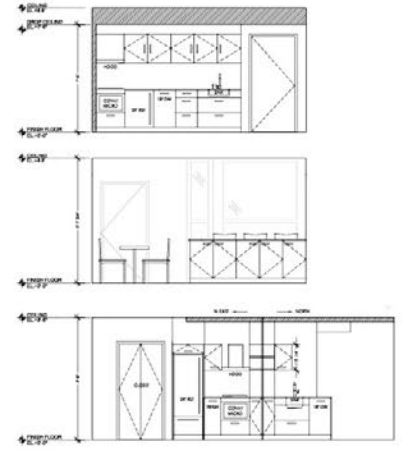
Location: Telluride, CO

Design period: 2014.05 - 2014.08

Works Scope: SD, DD

Responsibility: Design, Documentation, Permitting

Software: AutoCAD, SketchUp



THEME PARK – RETAIL & COMMERCIAL BUILDING + MULTI-FUNCTIONAL THEATER

AECOM

Architecture + Interior

Retail & Commercial - Under Construction

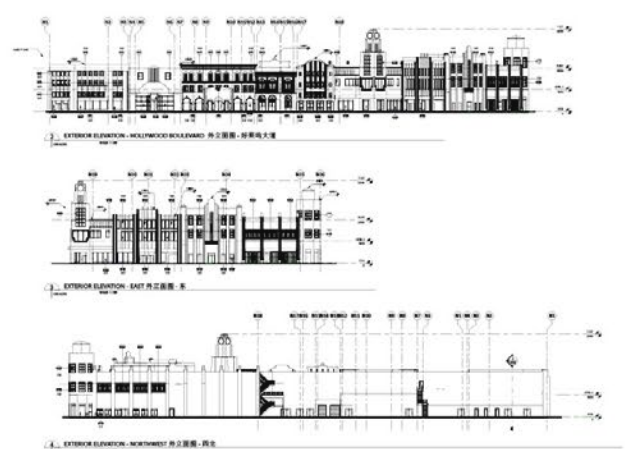
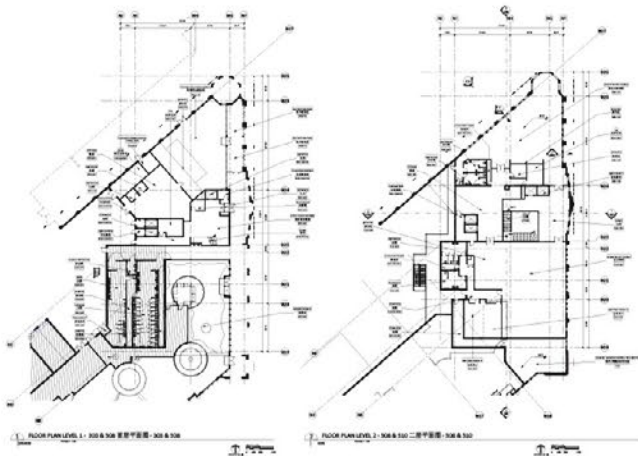
Location: Beijing, CHN

Design period: 2016.06 - 2016.09

Works Scope: SD

Responsibility: Design, Documentation, Coordination

Software: Revit, AutoCAD



POPLAR RESIDENCE

Freyer Collaborative Architects

Interior

Residential - Built

Location: New York, NY

Design period: 2014.05 - 2016. 07

Works Scope: CD

Responsibility: Documentation, Coordination

Software: AutoCAD, SketchUp



PATH WORKPLACE UTILIZATION STUDY

NBBJ

Workplace Strategy

Tenant Improvement - Under Construction

Location: Seattle, WA

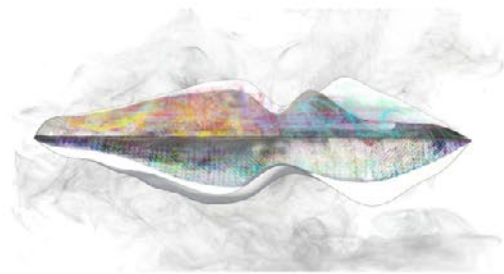
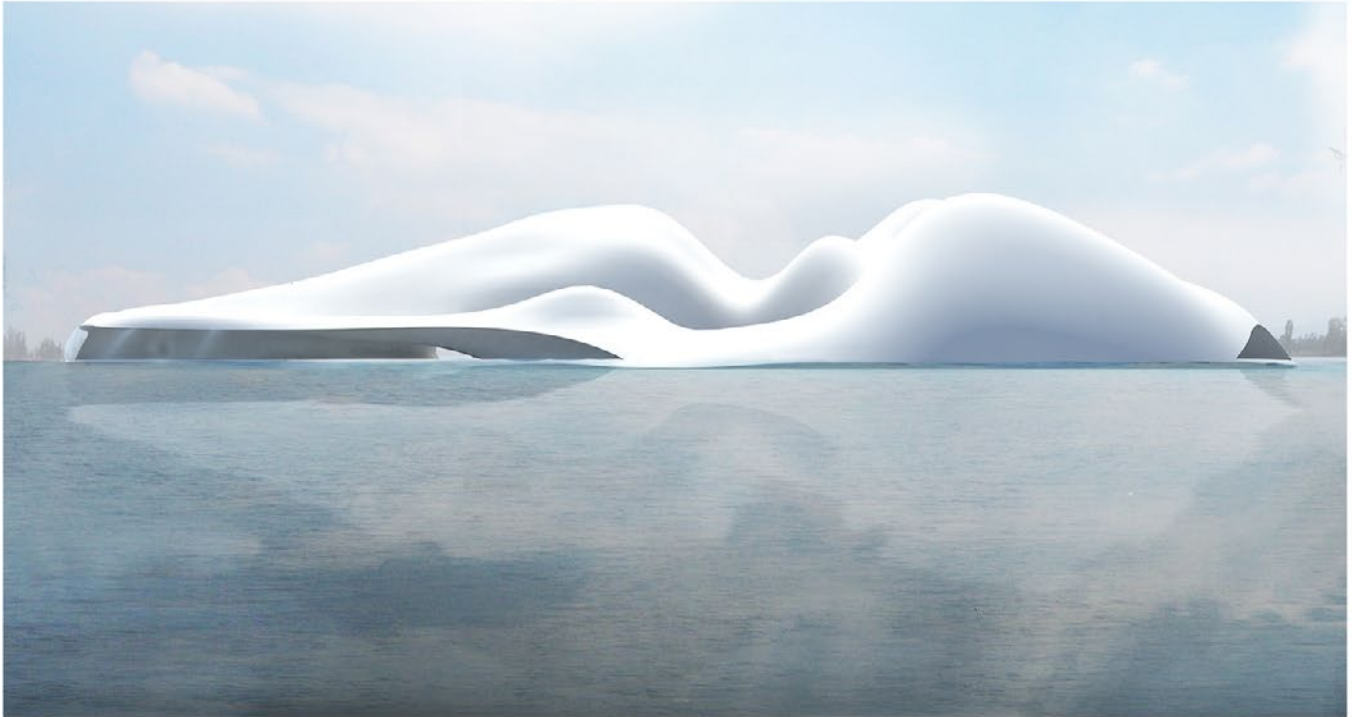
Design period: 2016.10 - 2016. 12

Works Scope: Workplace Strategy

Responsibility: On-site observation, Data collecting, Analyzing

Software: Excel, Illustrator, InDesign





06 OLFACTORY THEATER

Thesis, 2016

Instructor: Jen Maigret

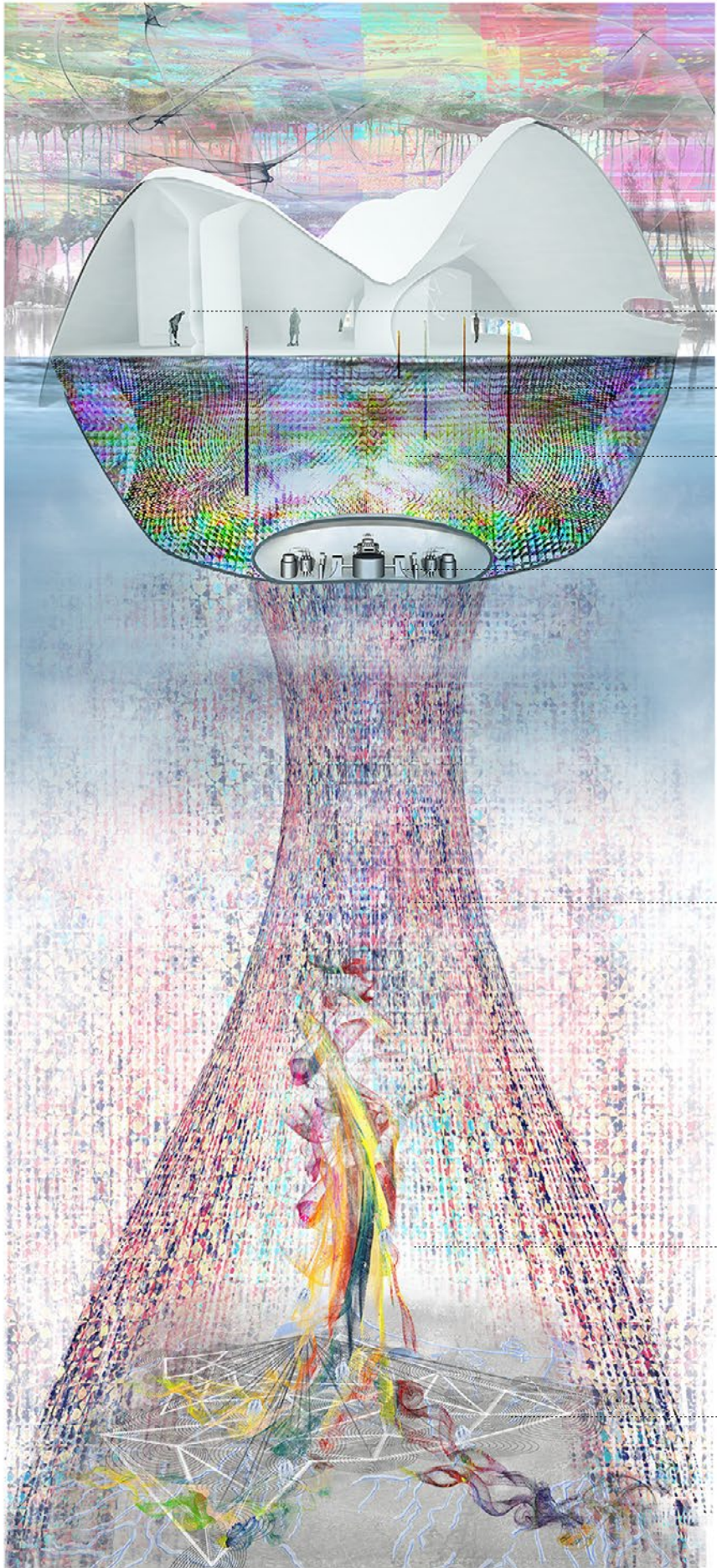
Thesis Honor

Scent is one of the most important connections between animals and the environment. For humans, it is the only sense directly connected to the brain. As a result, smell can trigger memories and powerful emotional responses instantaneously.

While olfaction is a singularly powerful sense, it also contributes to complex interactions across multiple senses, such as synesthesia. Synesthesia is an experiential outcome of people's senses colliding together. Examples of this include seeing colors when hearing music or hearing sounds when feeling objects. Scientists believe that everyone has synesthesia before the age one, yet by adulthood, only about 5% of people retain this "ability".

Broadly speaking, our senses both expand and limit our perception of the world. Albert Einstein noted the possibility that such limits mask our awareness of hidden worlds. If we understand the world almost entirely based on our perception, then what are the implications if this connection is incomplete, or distorted?

This thesis exploits synesthesia and other rich perceptual experiences that have the capacity to reveal hidden worlds. In the world of architecture, vision dominates our experience of space; however, memories recalled by odor are significantly more emotional and evocative. Therefore, using scent as a media, the Olfactory Theater expands the perception of space and time by reconnecting people to perceptual environments and activating memory as an active contributor to spatial experience.



SMELL EMISSION
HOT SPOT

SMELL DISPLAY STICK

ODOR STORAGE

ADVANCED GC-IRMS
ODOR ANALYSOR

TRANSMITTING
ODOR CODE

ODOR DETECTOR

ODOR DETECTOR
SIGNAL NETWORK

Process Diagram

ODOR

Our species has 350 functional olfactory receptor genes that can distinguish 10,000 different kinds of odor. Based on citations, there are 10 basic types of smell easily recognized by human olfactory bulb, that can be described with 8 common adjectives.



FRAGRANT



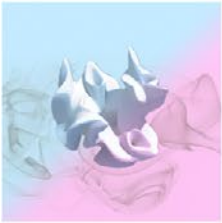
LEMON



SWEET



NON-CITRUS FRUITY



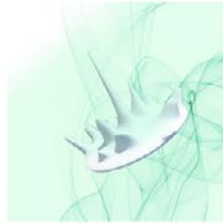
MINTY/PEPPERMINT



WOODY/RESINOUS



CHEMICAL



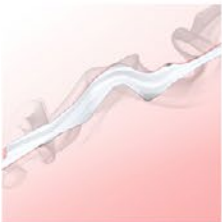
SHARP/PUNGENT



STICKY



BURN



POPCORN



DECAYING/SICKEN



SMOOTH



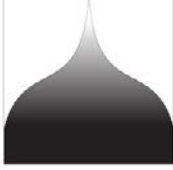
SHARP



FLORAL



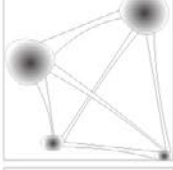
LIGHT

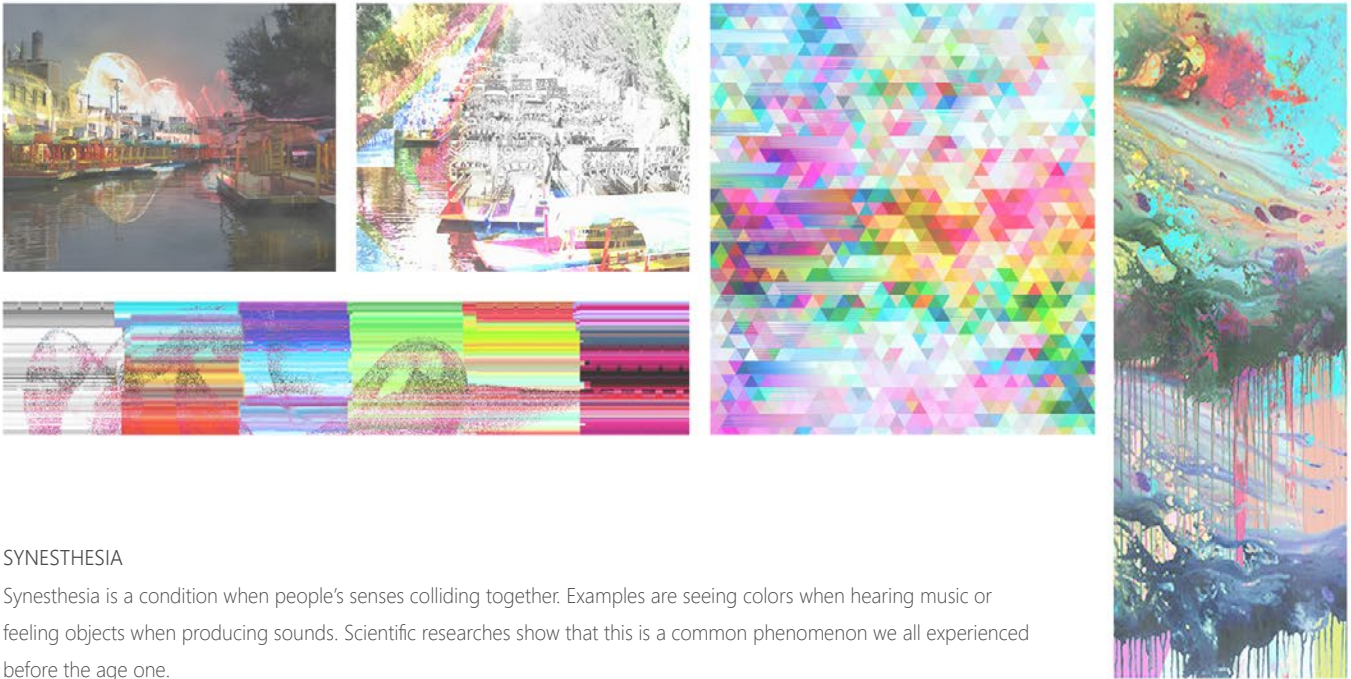


HEAVY



WARM



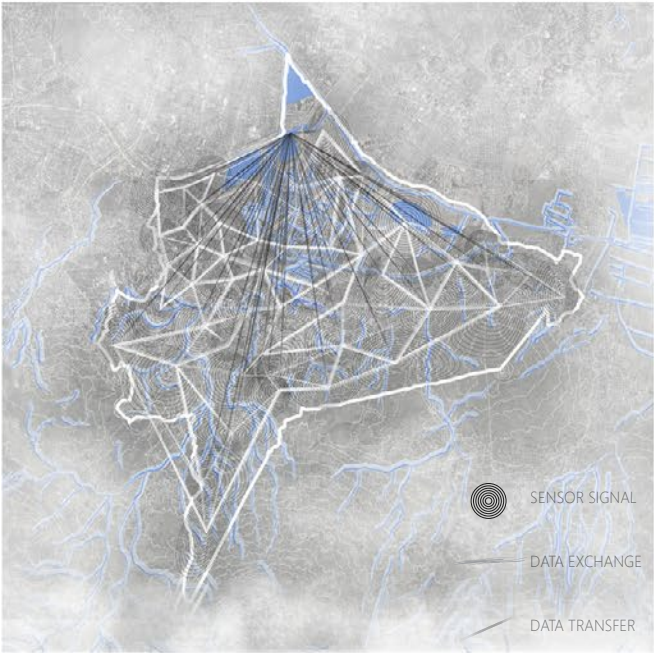


SYNESTHESIA

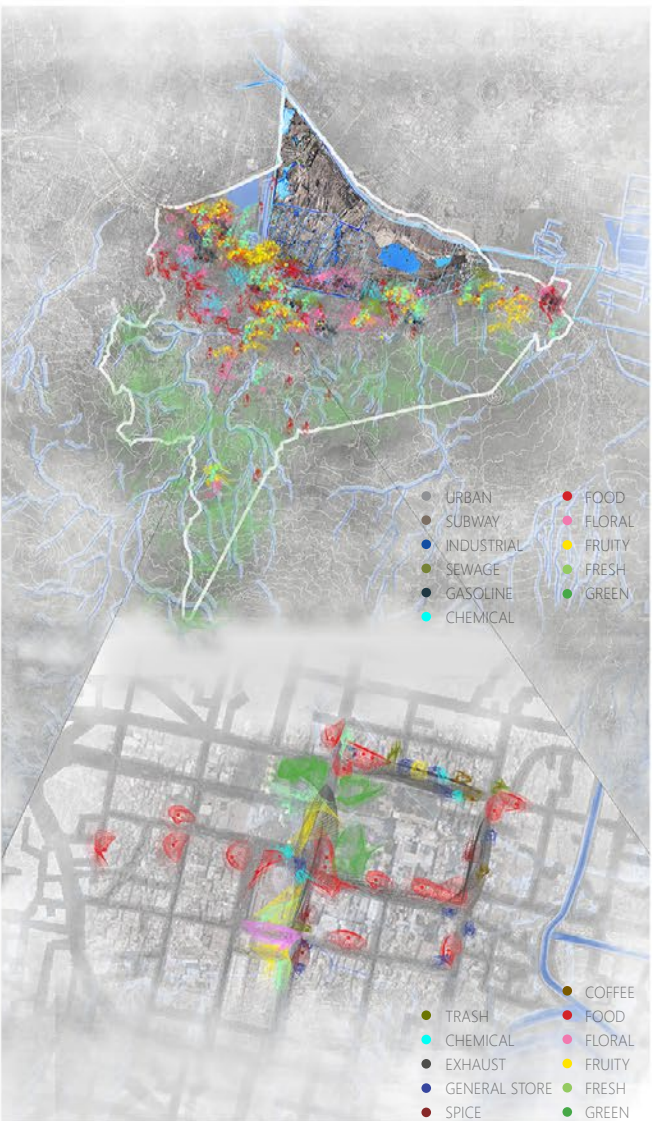
Synesthesia is a condition when people's senses colliding together. Examples are seeing colors when hearing music or feeling objects when producing sounds. Scientific researches show that this is a common phenomenon we all experienced before the age one.

SMELL MAP

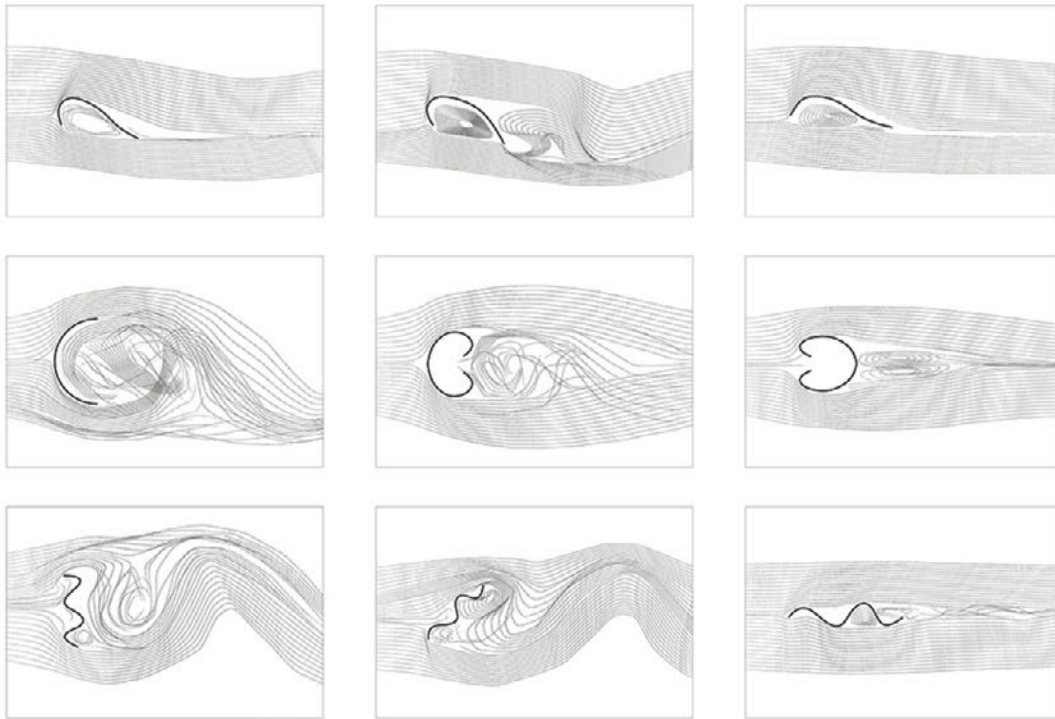
Odor detectors are scattered across Xochimilco area to gather information. Each detector has certain range of signal area and between detectors there is data exchange to improve information accuracy. All data is transmitted to the Olfactory Theater to store and recreate smells. Based on that information, smell also becomes a tool to map the city.



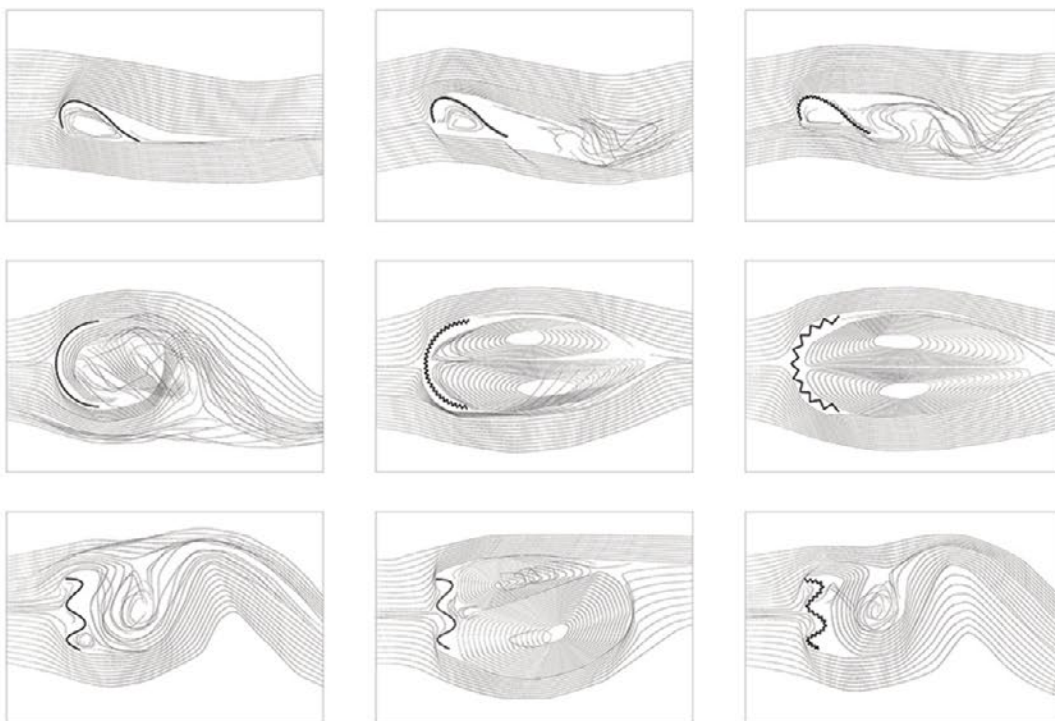
Odor Detector Signal Network



Smell Map - Xochimilco, Mexico City



AIRFLOW STUDY - FORM



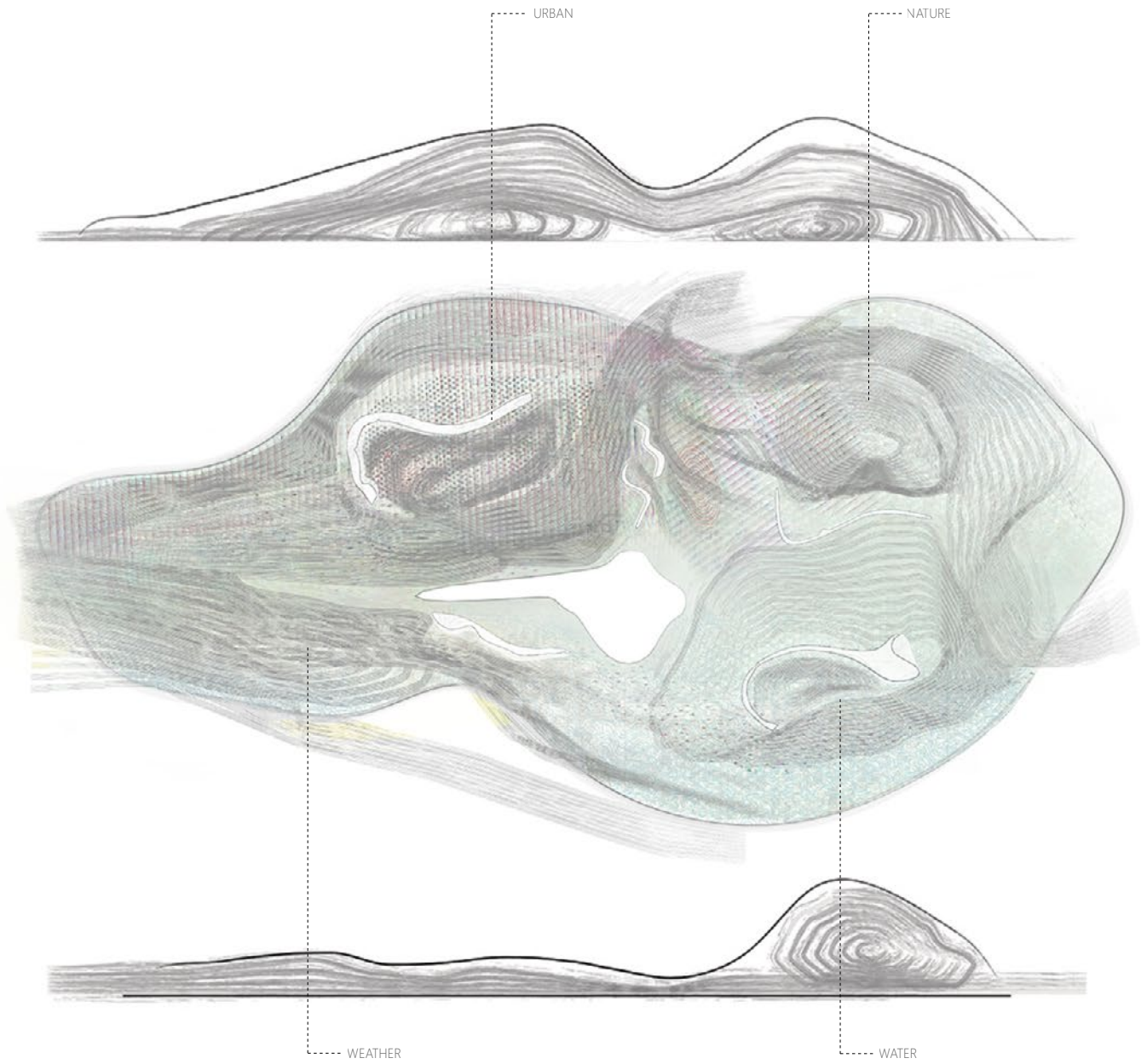
AIRFLOW STUDY - TEXTURE

AERODYNAMICS

Smell can imbue richness to surfaces; can define zones and boundaries; can create powerful association that can give greater meaning to space/buildings. For purpose of this thesis, air is a primary material formation.

The project builds on basic principles of aerodynamics, using airflow to shape space -

- Creating space pocket to catch air
- Altering surface/texture to control airflow speed
- Placing obstacles to disrupt airflow, in order to divide space and inject new air



Airflow Diagram





VISIBLE

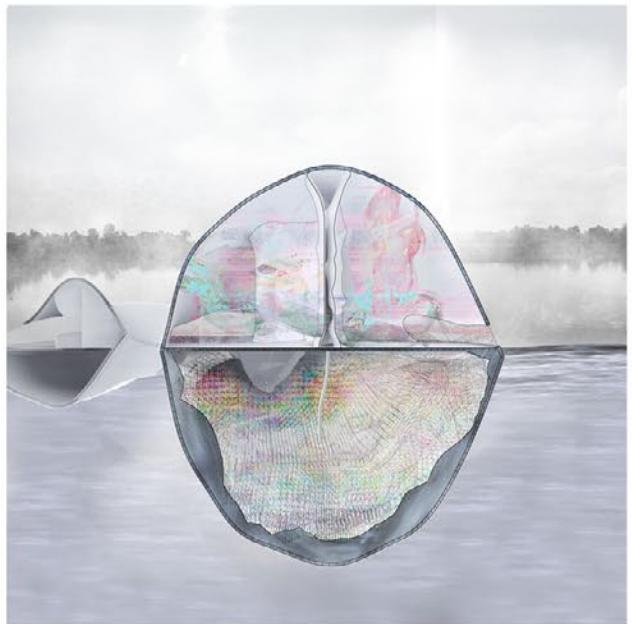


INVISIBLE

Weather Space



VISIBLE

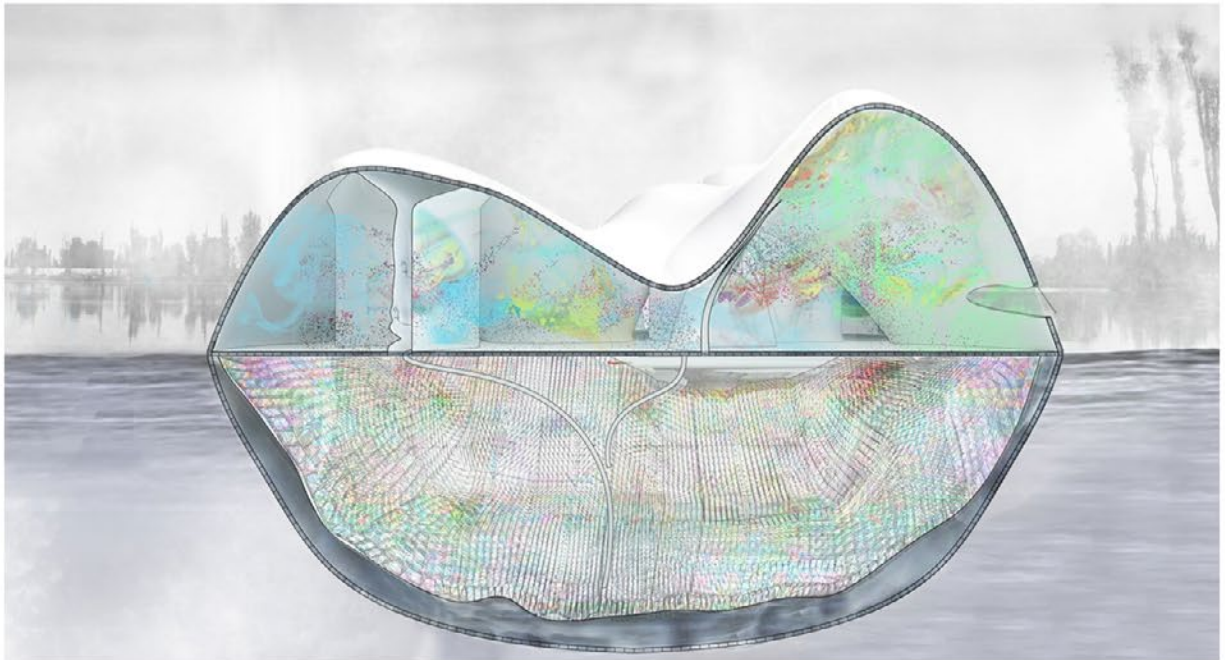


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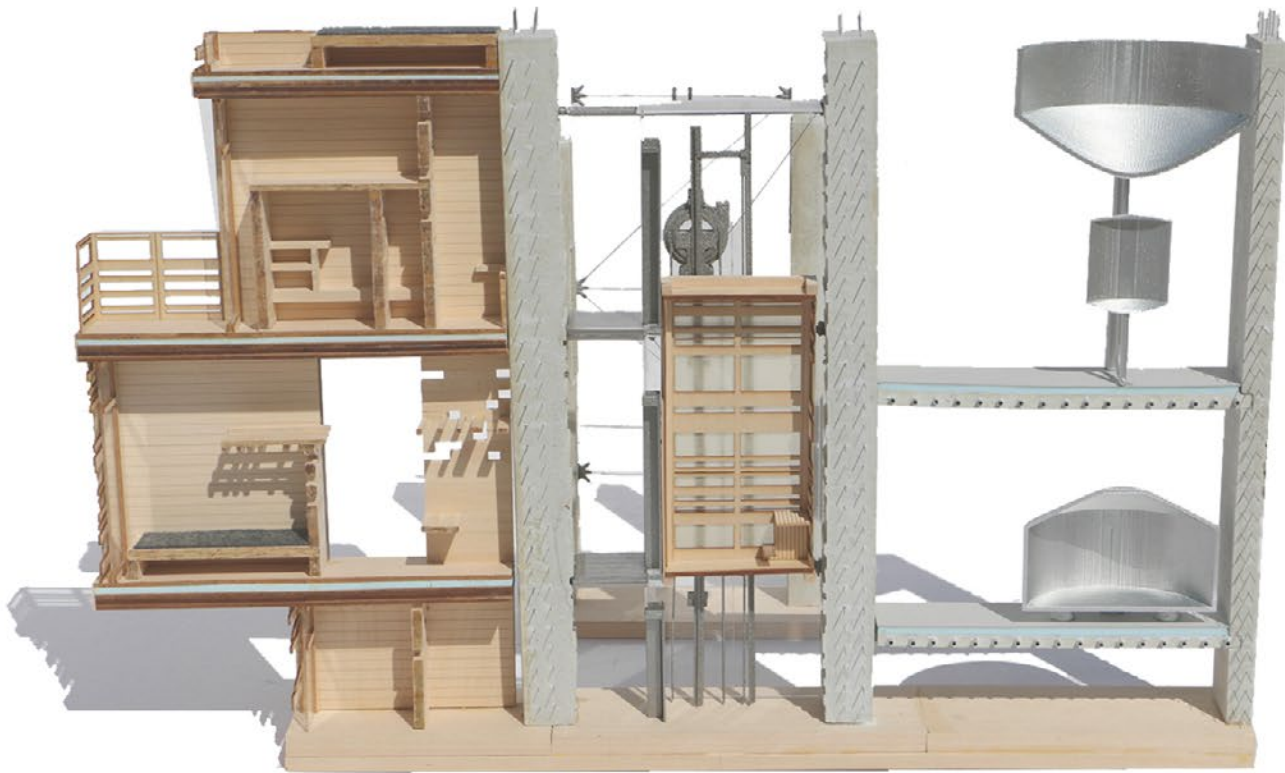
Urban Space



VISIBLE



INVISIBLE



07 (LAB)YRINTH MONASTIC BEER MACHINE_Chicago

System Studio, 2015

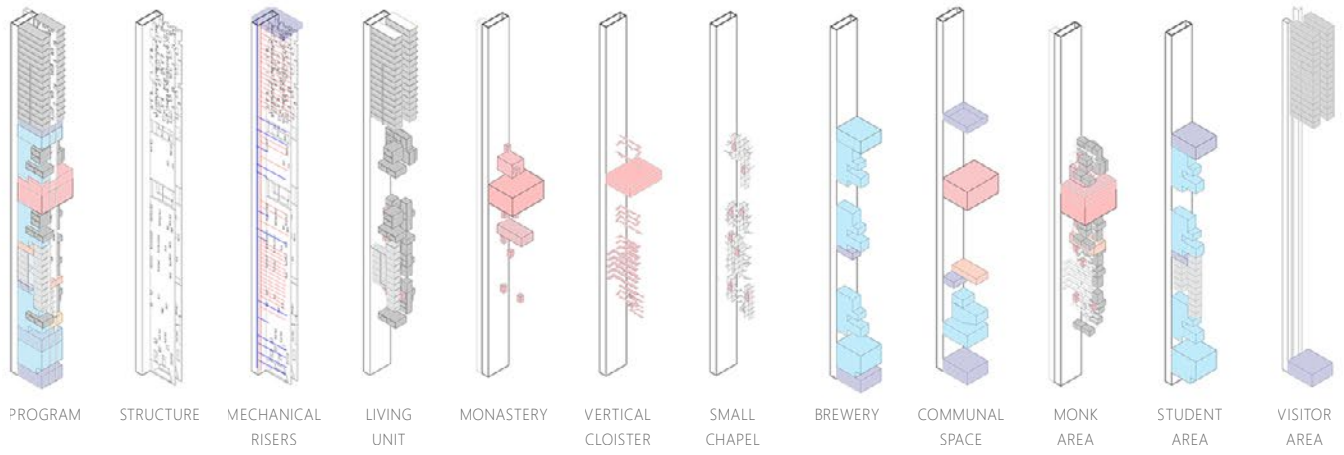
Instructor: Neal Robinson

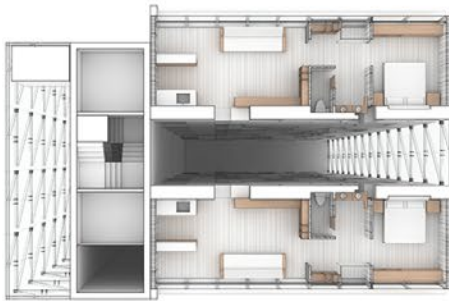
Collaborator: Reid Mauti, Steve Lees

The housing project generates a densely-packed, mixed-use skyscraper composed of a monastery, brewery, hotel, student workshop and monk dwellings. Historically, the streets of Chicago are oriented in such a way what there is a bar on almost every corner. Beer serving and brewing has been a major driver for the rise of Chicago as a major city.

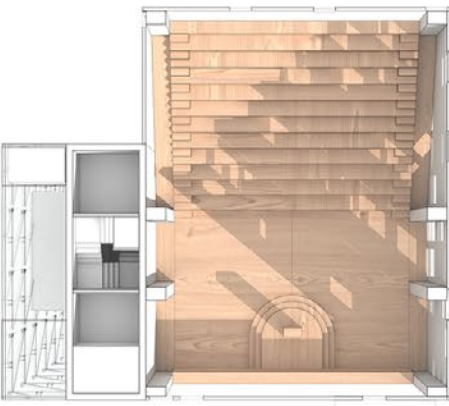
This project takes the notion of bars as the knots of streets and wraps it vertically around the high-riser.

To the south, the street facing facade, the program consists of three micro-breweries spread vertically that become the central hubs for three communities of monks. While monasteries have traditionally spread horizontally across the landscape, in the projects, it is stretched vertically above the ground. The spanning cloister is compressed and thrust upward in an open, central shaft in the tower. This chasm, flanked by two massive concrete shear walls contains a perimeter steel catwalk and dynamic chapels. Connected to the chasm on the side of the tower opposite the noisy street is the living quarters for the monks. The monk passes from the noisy brewery, through the contemplative chasm, to the solitary dwelling. In contrasts with the industrial atmosphere of the chasm, the monk cell lightens up with natural wood materials, Using cross laminated timber, the container becomes the furniture which becomes the dwelling. As a result, thresholds exist vertically and horizontally, vocally and spatially.

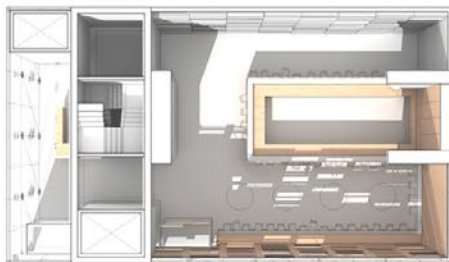




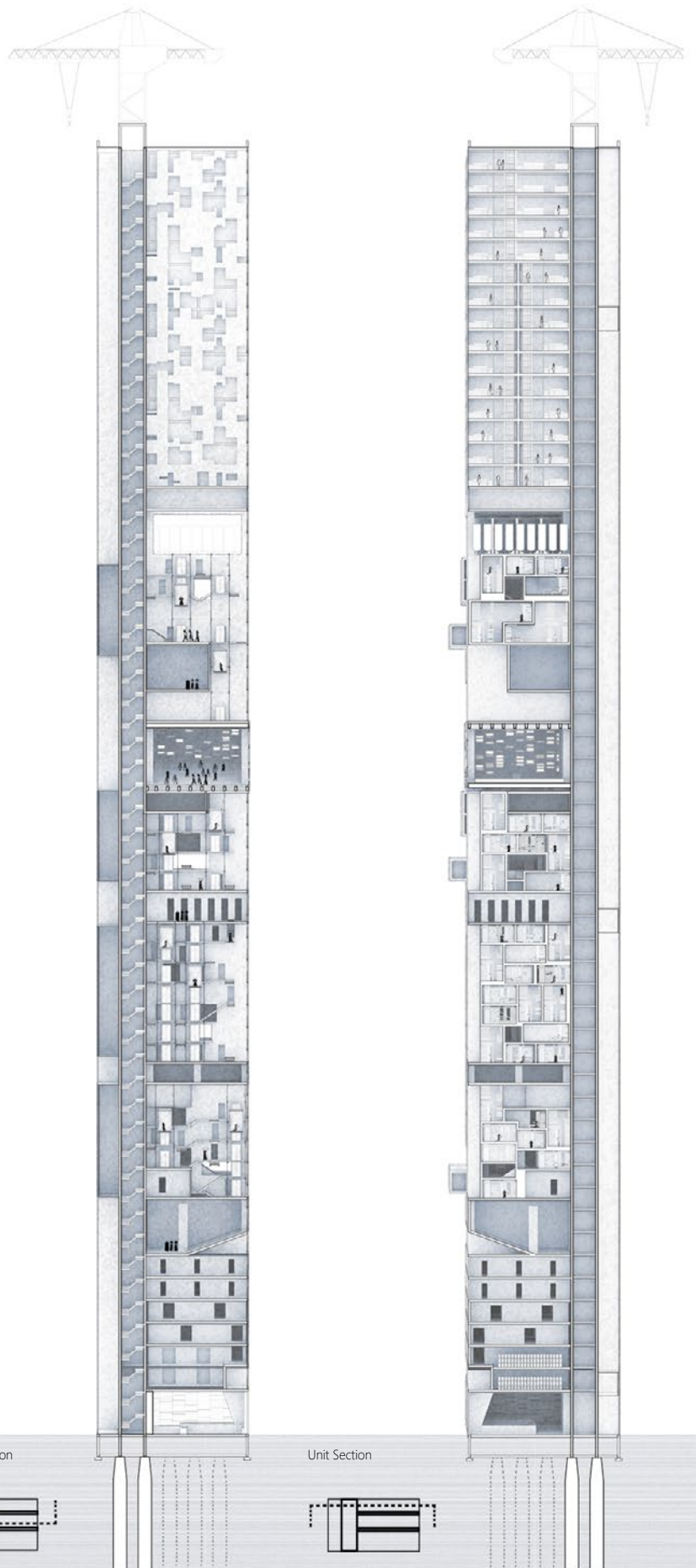
Hotel Plan



Chapel Plan

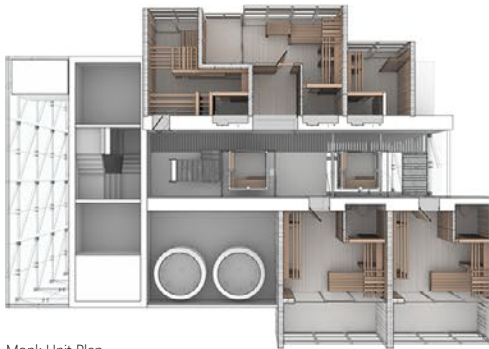


Tap Room Plan

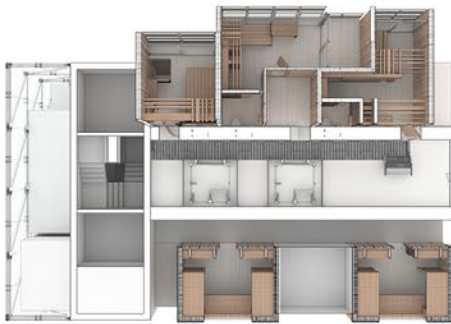


Cloister Section

Unit Section



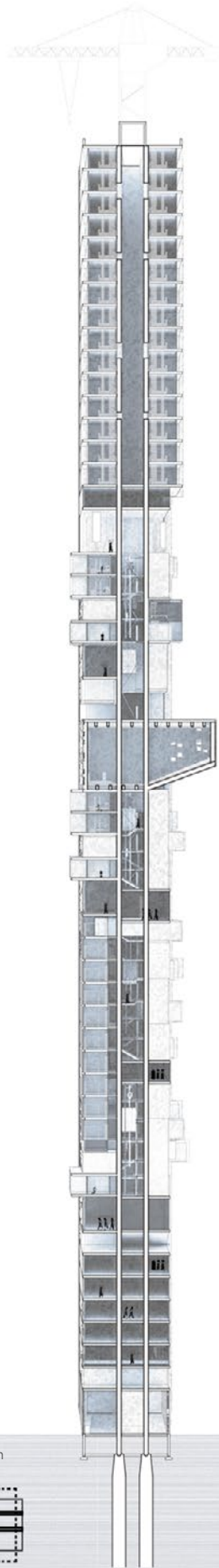
Monk Unit Plan



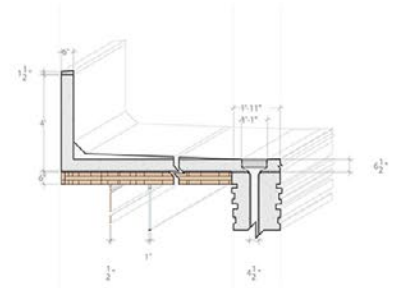
Dormitory Plan



Unit Model



Cross Section



Roof Detail



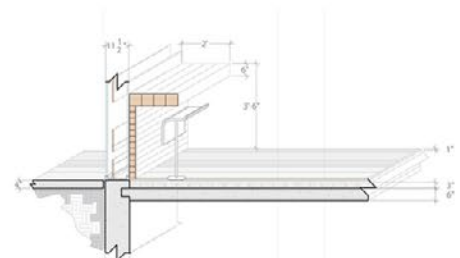
Small Chapel Detail



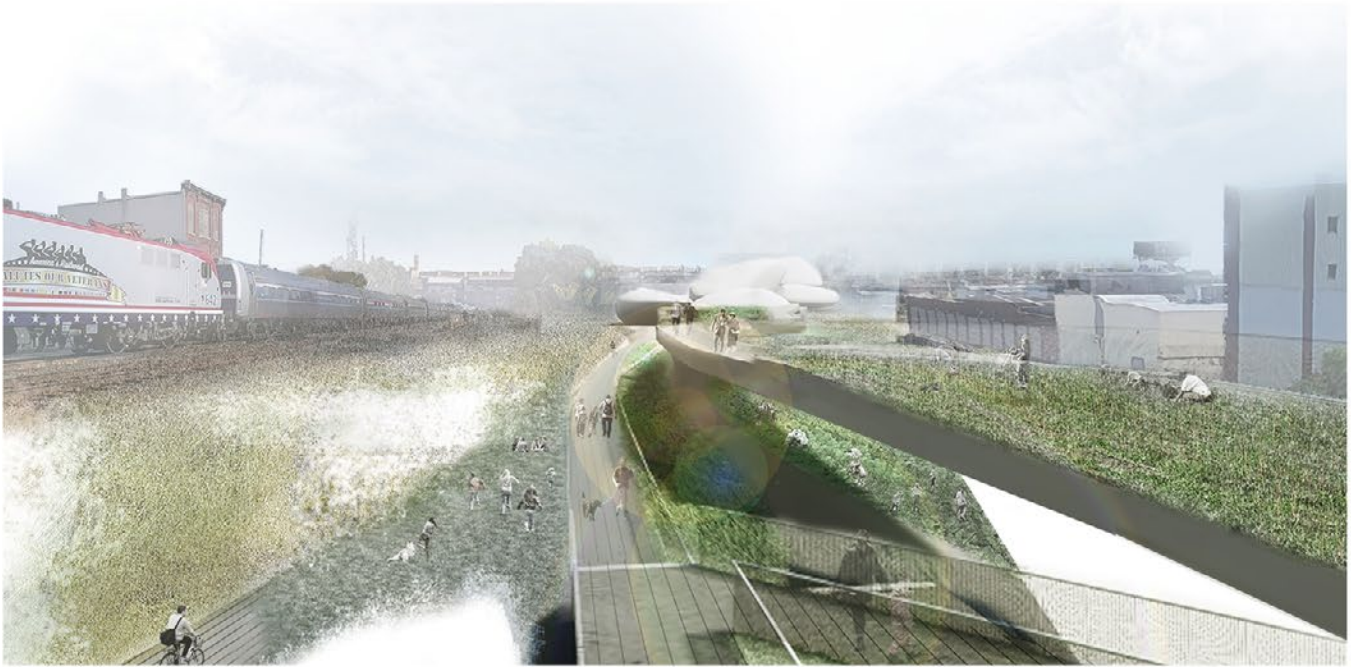
Beam Detail



Connection Detail



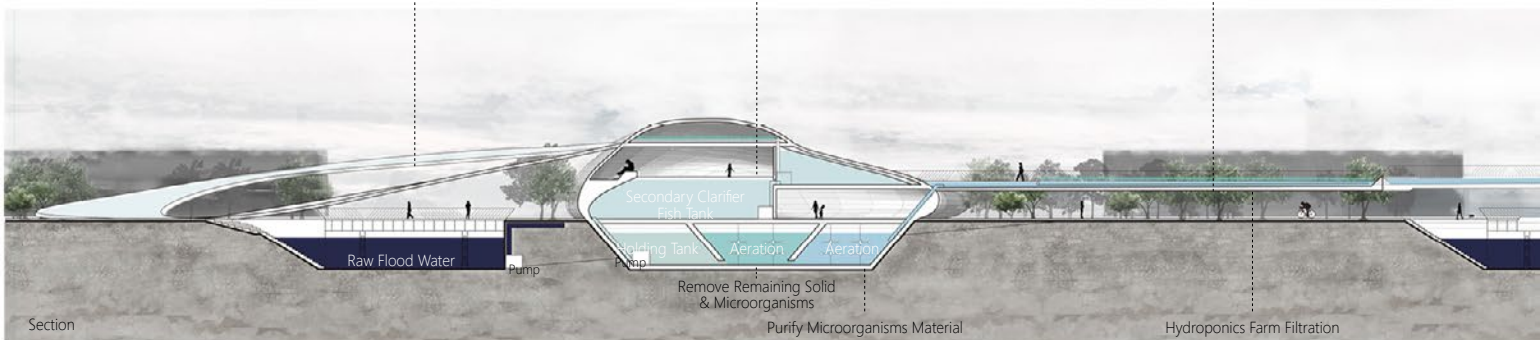
Ground Detail



WATER SCULPTURE

AQUARIUM

AERIAL WALK + HYDROPONICS FARM



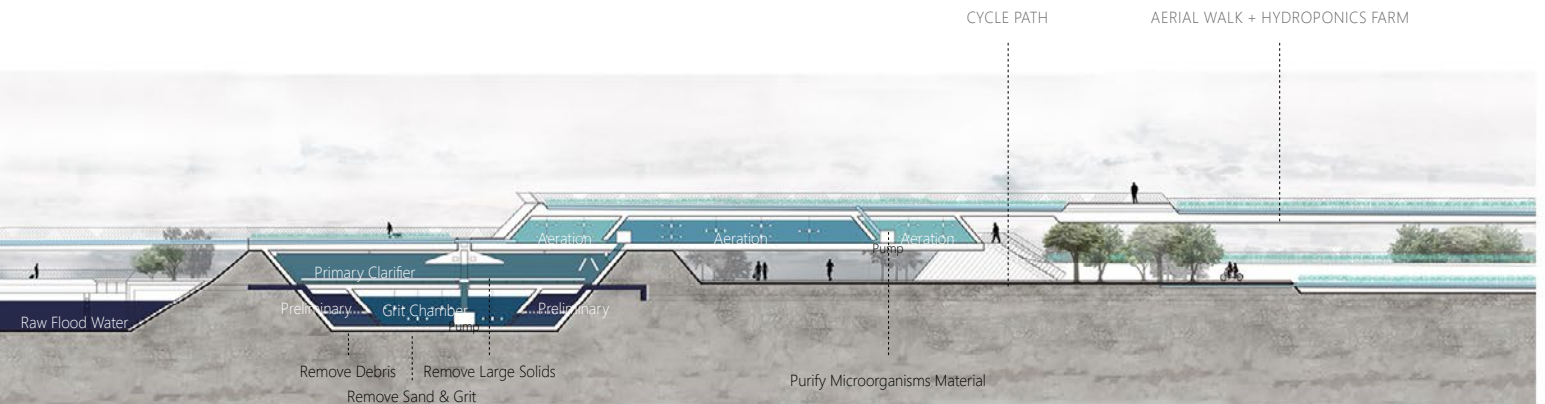
08 URBAN WATERSCAPE_Detroit

Network Studio, 2015

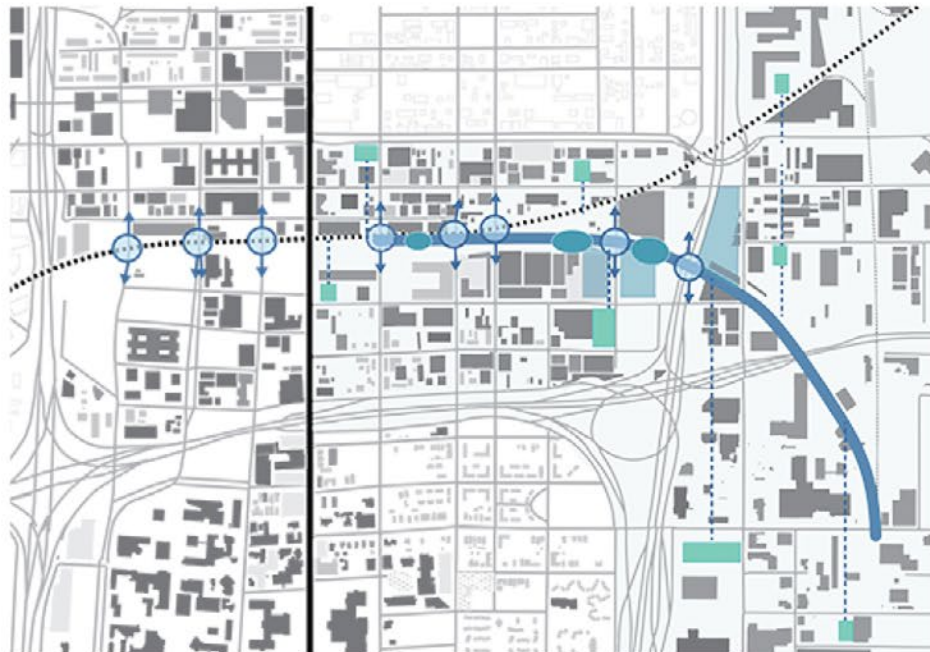
Instructor: Ana Morcillo Pallares

Architecture Student Exhibition, 2015

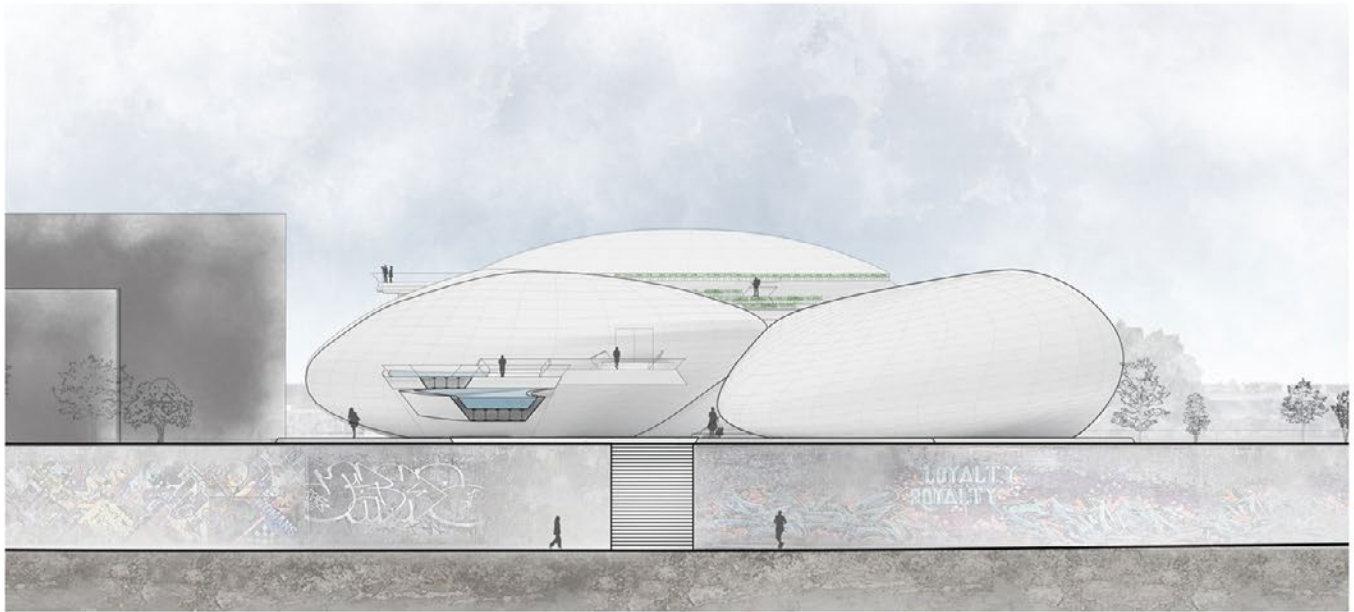
This project generates a network of horizontal corridor perpendicular to Woodward Avenue in order to bring vitality to Milwaukee Junction, which is currently a derelict industrial area in Detroit. The site is located on an abandoned rail track where flooding often occurs in the under-bridge intersections. The architectural interventions seek to create vibrant places through educational facilities and urban farms for the creation of beer/jam. With one aspect of the project focusing on water, flooding is harvested, purified, and then recirculated into the farms and buildings. On a metaphorical scale, water starts to function as another network figuratively connecting the entrepreneurs and the public with the educational facilities. Water, in this sense, provides an atmospheric and natural quality that is otherwise lacking throughout Detroit at an urban scale.



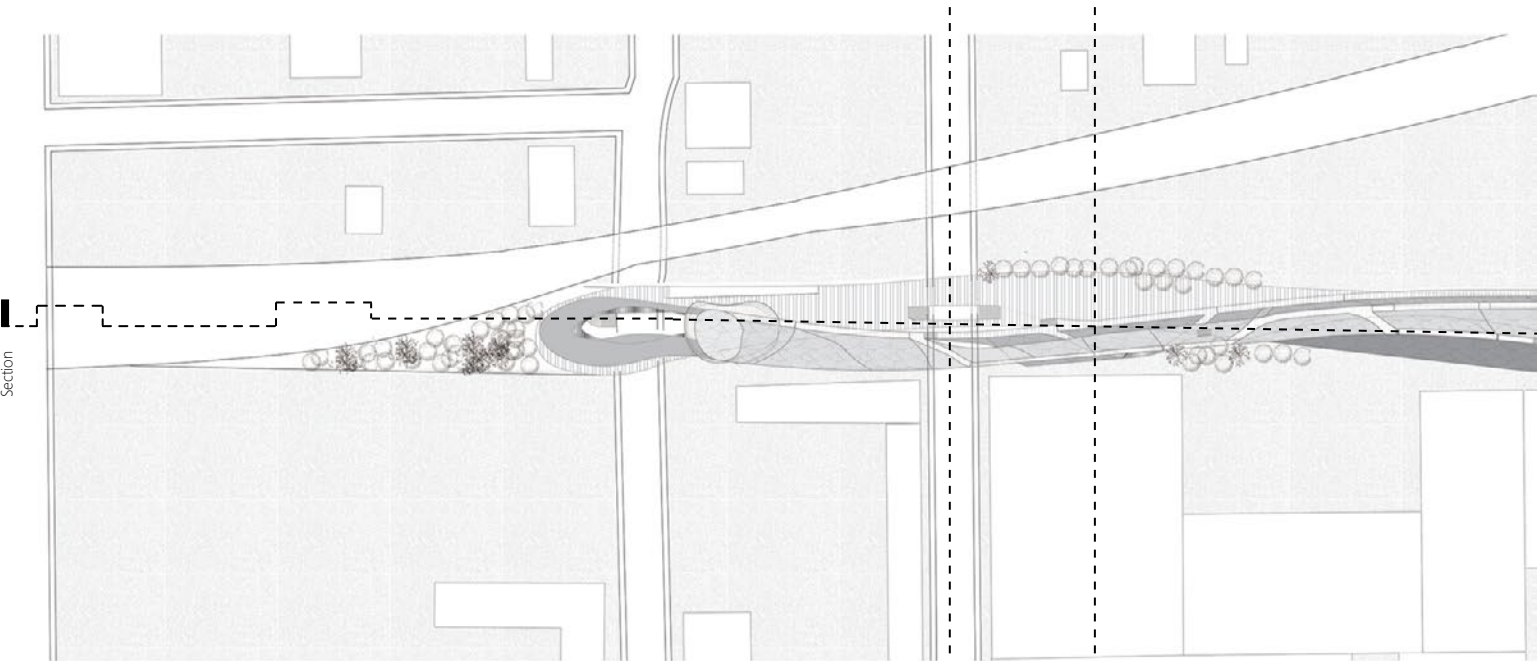
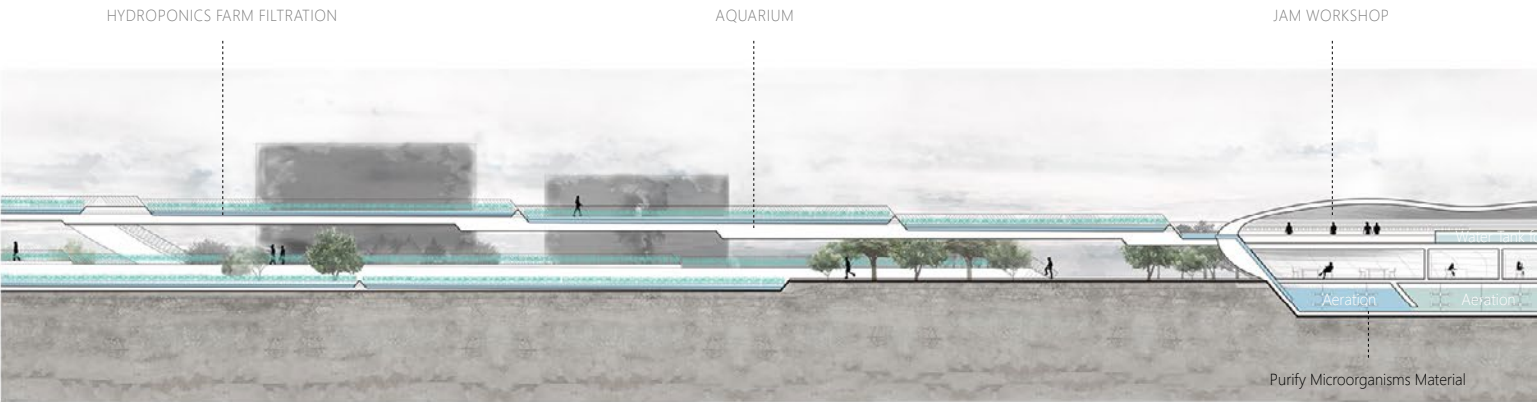
- intersection/flood
- program
- stores
- future water playground
- filter
- water playground
- flood
- farm
- pipe filter
- road
- railroad
- walkable road
- unwalkable road




 Network Map



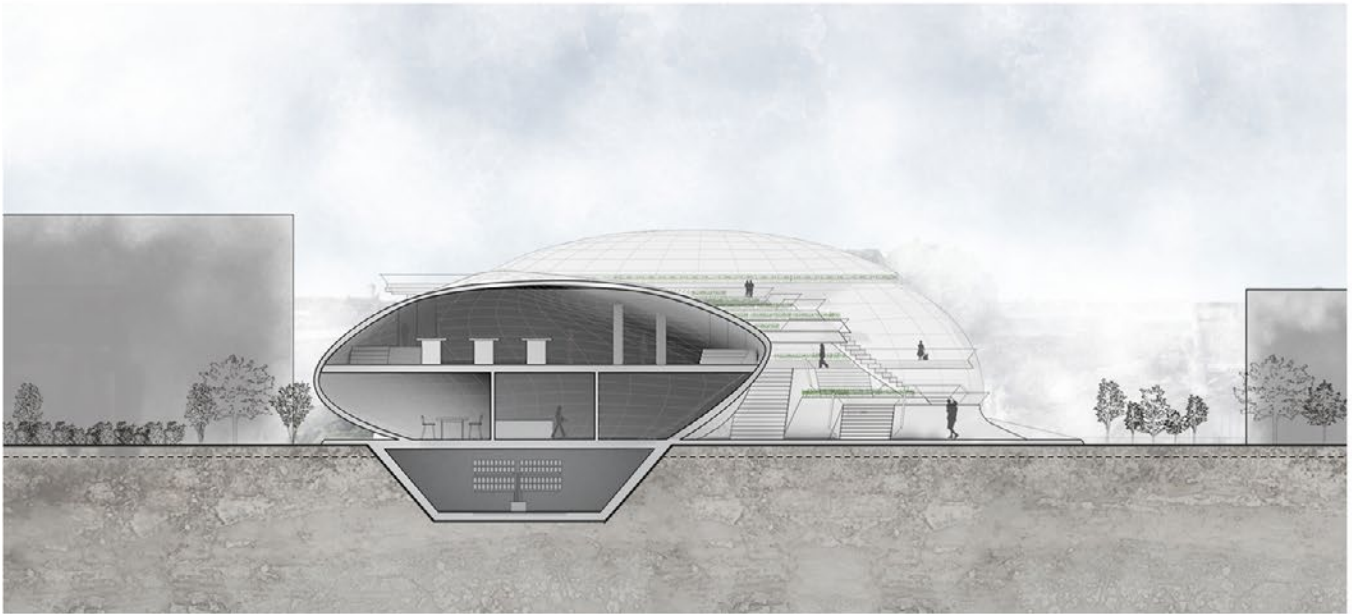
Cross Section A



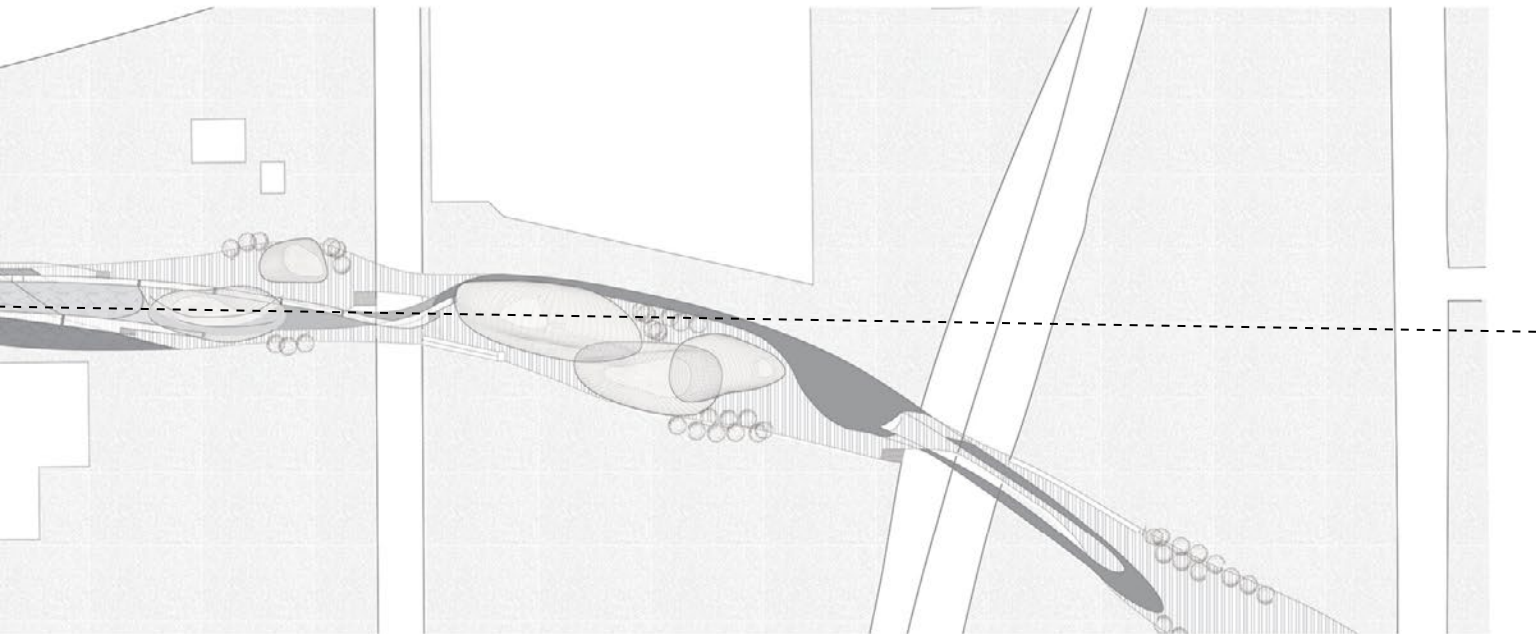
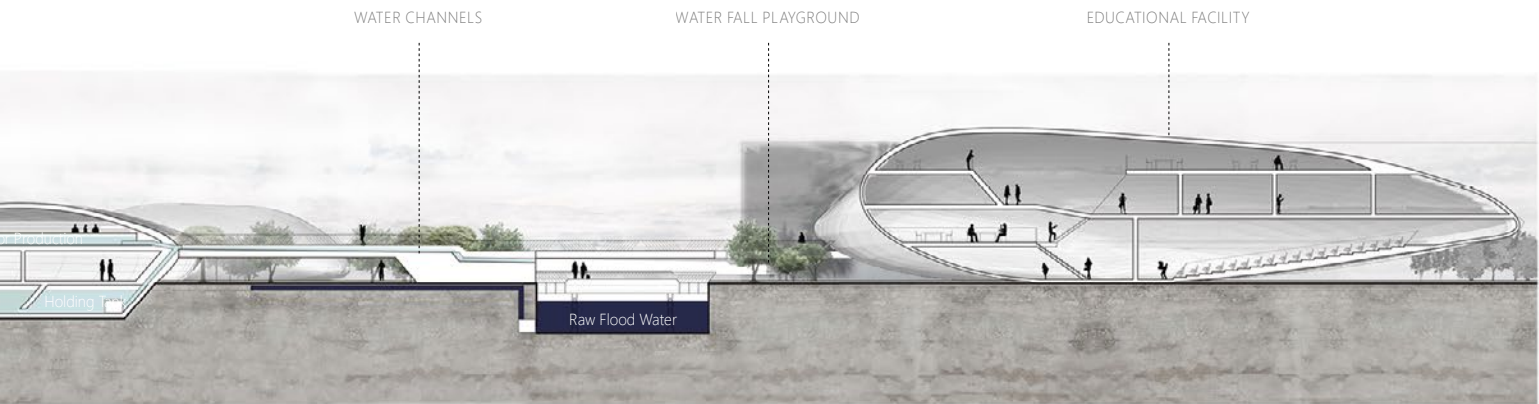
Plan

Cross Section A

Cross Section B



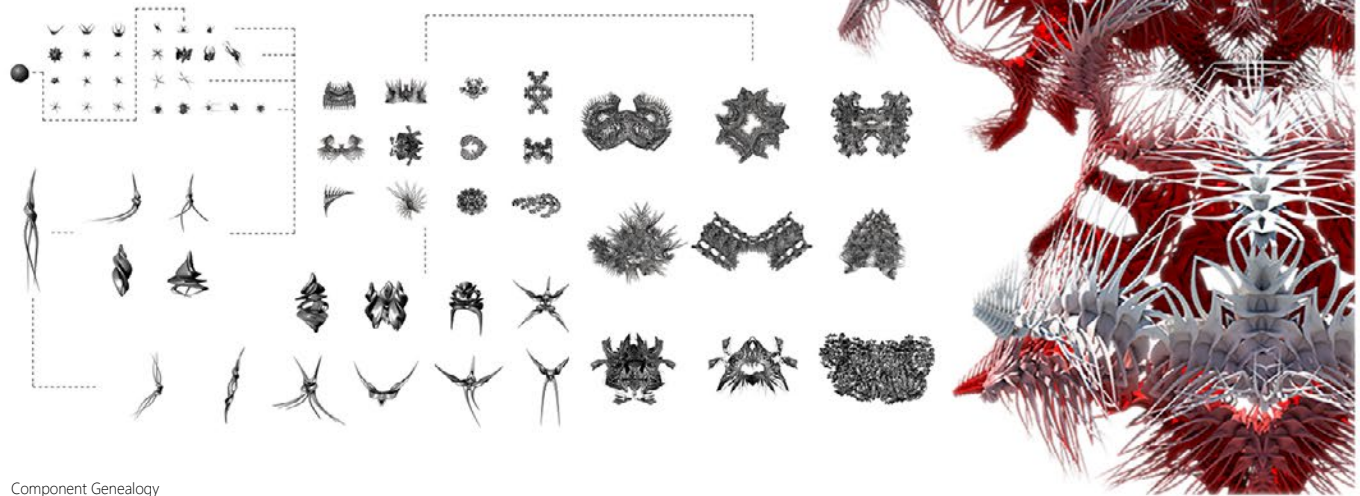
Cross Section B



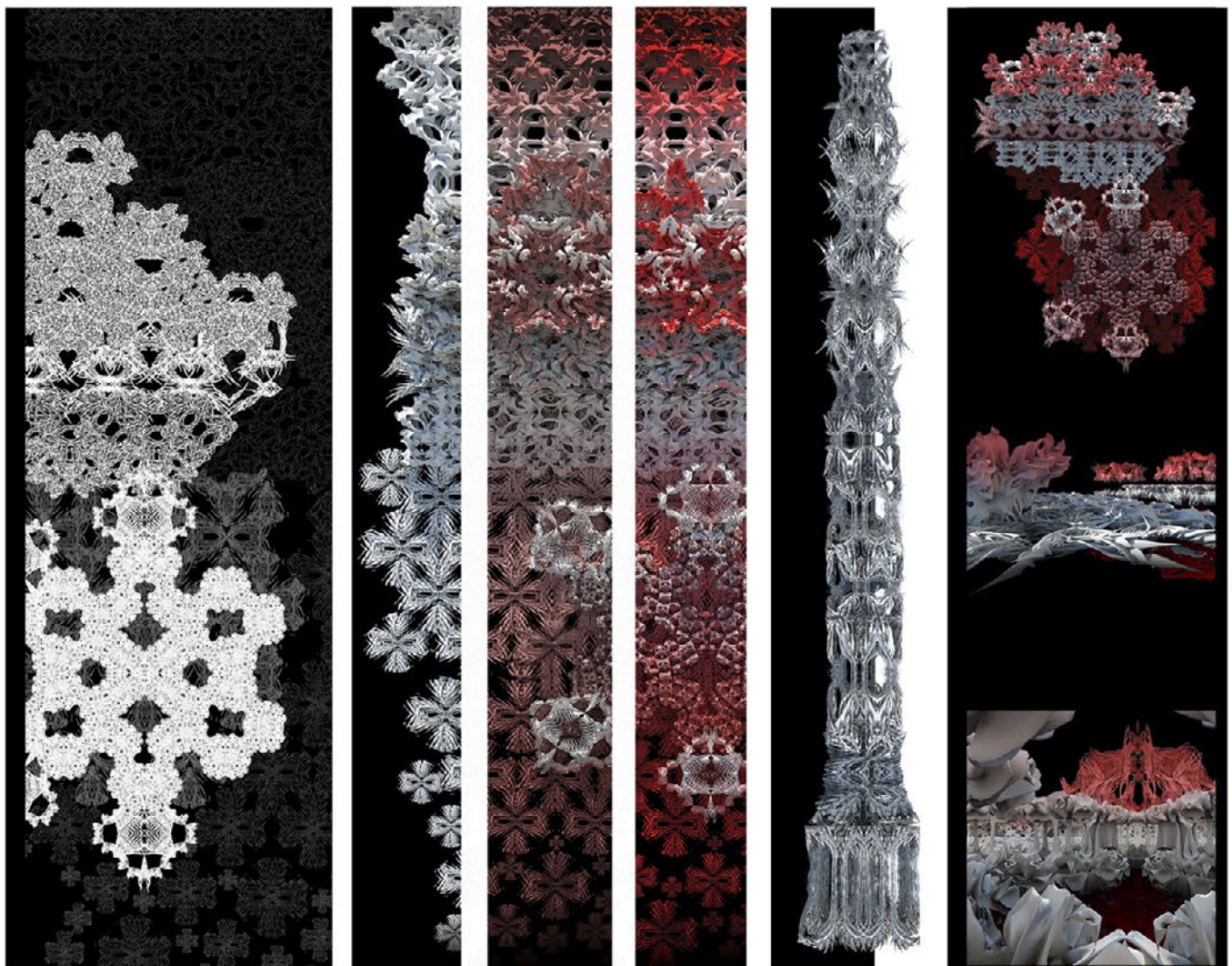
09 TRANSFORMED_Sprout

Situation Studio, 2014

Instructor: Sandra Manninger



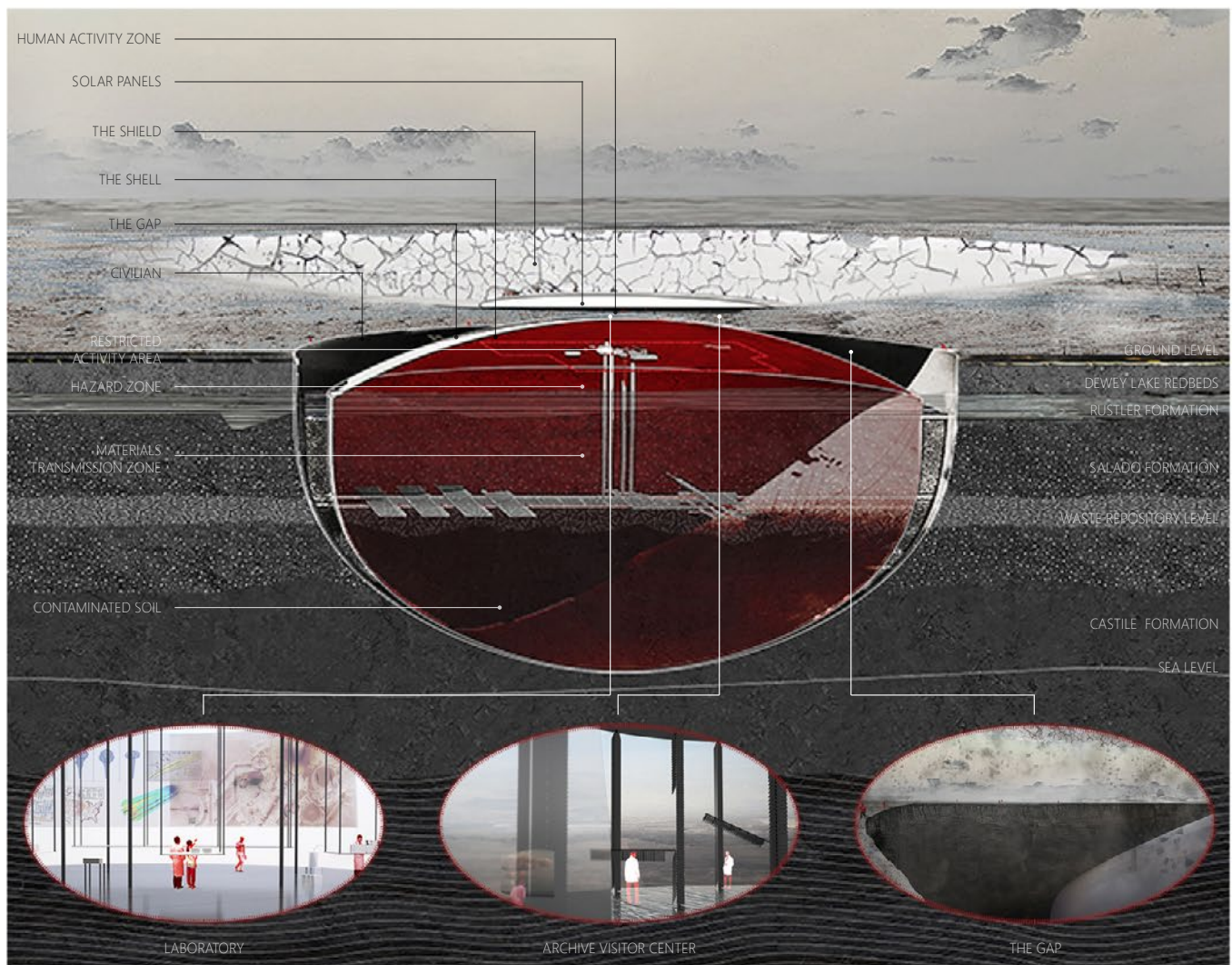
Component Genealogy



10 SHELL | SHIELD

Competition: Nuclear: Landmarker for a Waste Isolation Site

Collaborators: Fan Cao





A TALE OF EMPTY CITY _Beijing

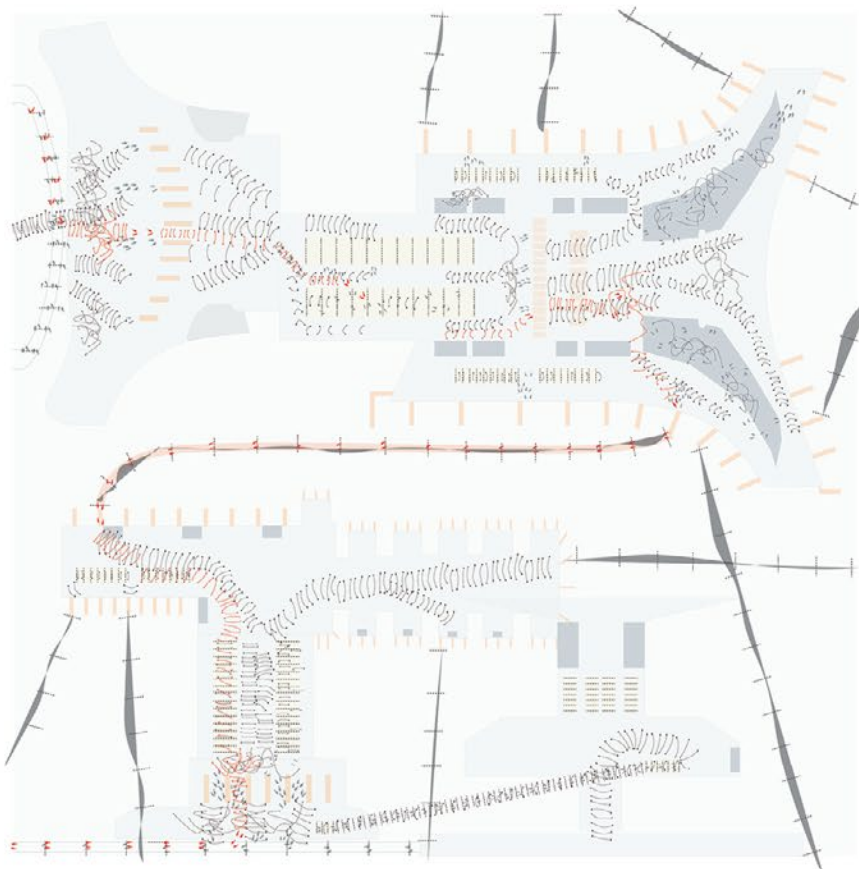
Proposition Studio, 2016

Instructor: Robert Adams

Architecture Student Exhibition, 2016

The process of urbanization allows great things happen in China, as well as ridiculous things. Rural areas, what Chairman Mao thought as the most important part of China, became empty; while big cities are more and more crowded. Urbanization causes unevenly distribution of life. Relatively speaking, urbanization is temporary. It is a show performed, as well as watched by the public. This project – A Tale of Empty City is identifying/representing ridiculous urbanization phenomena, and designing an asylum - a stage, for the urbanization drama.

Located in Caochangdi - one of numerous urban villages in Beijing, that attracts top artists to develop their arts and base upon, the stage is a mobile performing machine inviting everyone to perform, to watch to experience. It travels around the capital to transform places to temporary theater, aiming at provoking rethink of urbanization.



MAPPAE MUNDI

Representation, 2015

Instructor: Jaffer Kolb

Topic: High Definition - Low Resolution

This map recreates the journey from Beijing International airport to Detroit airport. Using dot to represent people, line to show movement, and surface to indicate space, it seeks to capture movements with the most basic geometry. Through changing resolution, different objects are represented differently too.



ChickeN EDUCATION

Recipe: Educated Chicken

Proposition Studio, 2015

In 00:81 Seconds [9x9]

Instructor: Robert Adams

What is education?

Education /,ˈɛdʒuˈkeɪʃən/ n.

The action or process of teaching someone especially in a school, college, or university.

Most Chinese spend years cramming in schools to receive "education", which means reciting numerous poems and articles without understanding them; solving numerous mathematics/physics/chemistry problems; completing thousands exercising books, etc. Those who are not built for "school" often forced to become professional athletes/artists/actors. Typical classroom is a 60 m² space filled with about 50 students. Each student has a small desk with at least 30 test book and exercise books.

School is a place full with students, books and stress.

Students are waiting there to be stuffed with "knowledge".



MEDIATED DISSOLUTION

Situation Studio, 2014

Instructor: Sandra Manninger

Collaborators: Studio Maya Mafia

The goal is to create or underscore the quality of the sublime through the mediation of contrasting conditions. This project attempted to create an architectural event, through an object whose materiality goes through a process of change after it is installed in a field. Through being at once foreign to and of the space it inhabits, the object becomes a singularity within that field. The elements we used to address include cotton candy ad material, the form of chandelier, and the situation of an abandoned hotel in Detroit).

