

## ◇ Education

**University of Pennsylvania** | Philadelphia, PA  
**Master of Science in Design - Advanced Architectural Design**

Sep. 2019 - Dec. 2020

**Pratt Institute** | Brooklyn, NY  
**Bachelor of Architecture**

Sep. 2014 - May 2019

## ◆ Notable Projects / Experiences

**Bio-Architecture Formosana** | Taipei, Taiwan

Jul. 2020 - Aug. 2020

*Intern Architect*

- ◆ Conducted thorough programmatic research, produced schematic designs and design development, performed spatial organization planning for eSports Arena in New Taipei City Tower with minimal guidance and supervision, and exceeded weekly targets.
- ◆ Consolidated extensive research and revised designs into a streamlined presentation for the supervisor.
- ◆ Produced designs and renderings for Macronix Innovation Center title block according to client requirements and addressed any concerns.
- ◆ Rendered and edited Taichung Arena competition animation.
- ◆ Inspected National Taiwan University of Science and Technology (NTUST) dormitory construction site.

**Discrete Flux** | University of Pennsylvania, PA

Jan. 2020 - May. 2020

*Co-Designer*

- ◆ Coordinated robotic weaving process and formulated solutions to robot failures and malfunctions.
- ◆ Designed jigs and monitored weaving experiment using robotic arm.
- ◆ Utilized After Effects and Adobe Premiere to prepare 3D animation renderings.
- ◆ Produced on-site elevation, diagram, and rendering.
- ◆ Research was featured on professor's website: <https://compositeform.squarespace.com/discrete-flux>

**HBA Architecture & Interior Design** | Virginia Beach, VA

Dec. 2019 - Jan. 2020

*Intern Architect*

- ◆ Produced 3D blueprint models for two military storage bays and two school projects using Revit.
- ◆ Produced presentation board with InDesign and Photoshop that was displayed at company's entrance.
- ◆ Organized construction documents and specification sheets.
- ◆ Updated and organized architectural product library.

**Forward Work** | New York City, NY

Sep. 2017 - Dec. 2017

*Intern Architect*

- ◆ Drafted roofing details for construction documents.
- ◆ Revised building plans and sections based on newly produced roofing details.

**StudioTeka** | Brooklyn, NY

Jul. 2017 - Aug. 2017

*Intern Architect*

- ◆ Produced 3D models with Rhino, Animated Brazil project with Maya, and edited animations with Adobe Premiere & After Effects for publication *Project: 2100: A Dystopian Utopia – The City After Climate Change*
- ◆ Produced and edited animations for a video clip that StudioTeka used during negotiations with Discovery for a documentary on climate change.
- ◆ Learned and increased Maya, Adobe Premiere, Adobe After Effects knowledge/skills, which resulted in meeting strict deadlines.

## ◇ Skills

**Drafting & Modeling** Rhino, AutoCAD, Maya, Revit, Fusion 360

**Editing & Graphics** Illustrator, Photoshop, Indesign, After Effects, Premiere

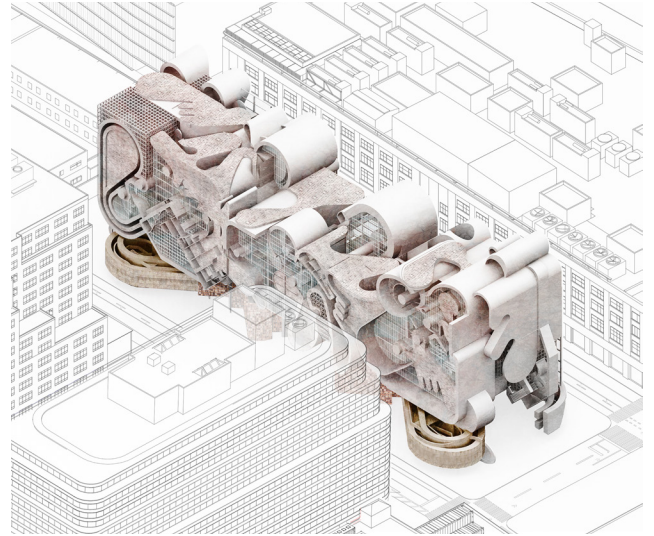
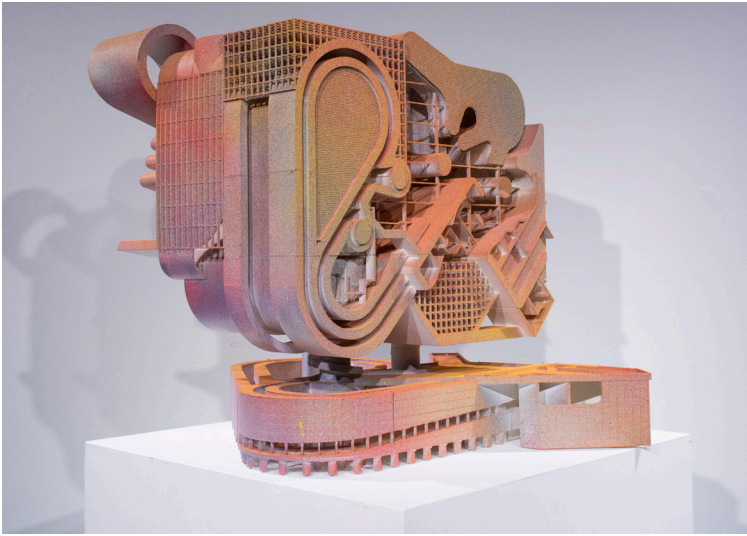
**Rendering** Keyshot, Lumion, Enscape, V-ray

## ◆ Refereneces

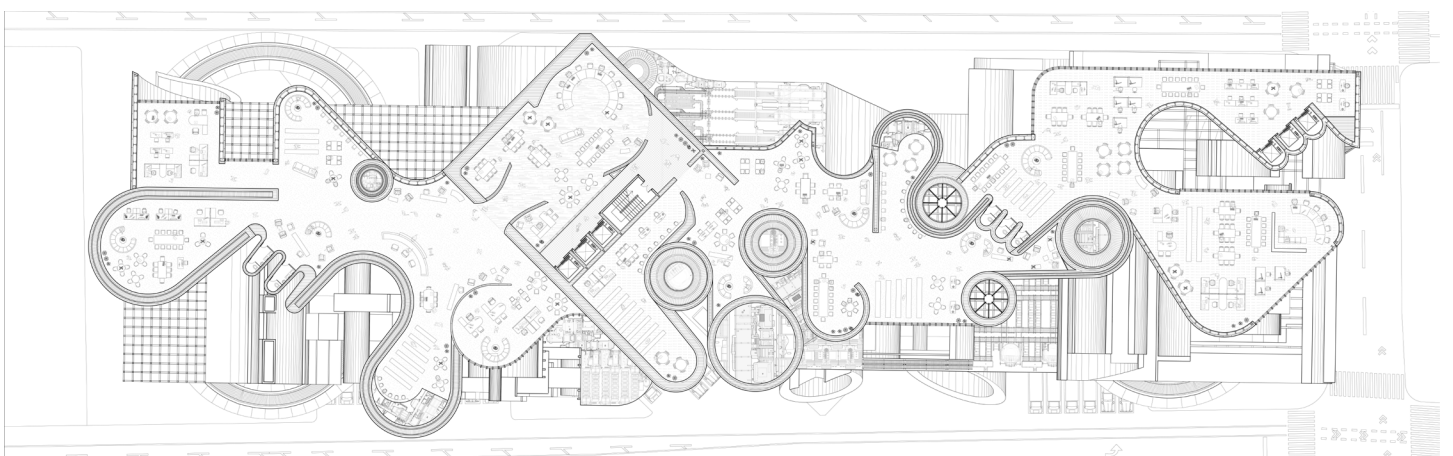
**Edward Madocks** | Partner, Forward Work | [em@forwardwork.net](mailto:em@forwardwork.net)

**Joe Bovee** | Principal, HBA Architecture & Interior Design | [JoeB@hbaonline.com](mailto:JoeB@hbaonline.com)

**Ching Huang Cheng** | Director, Bio-architecture Formosana | [Chinghuang@bioarch.com.tw](mailto:Chinghuang@bioarch.com.tw)

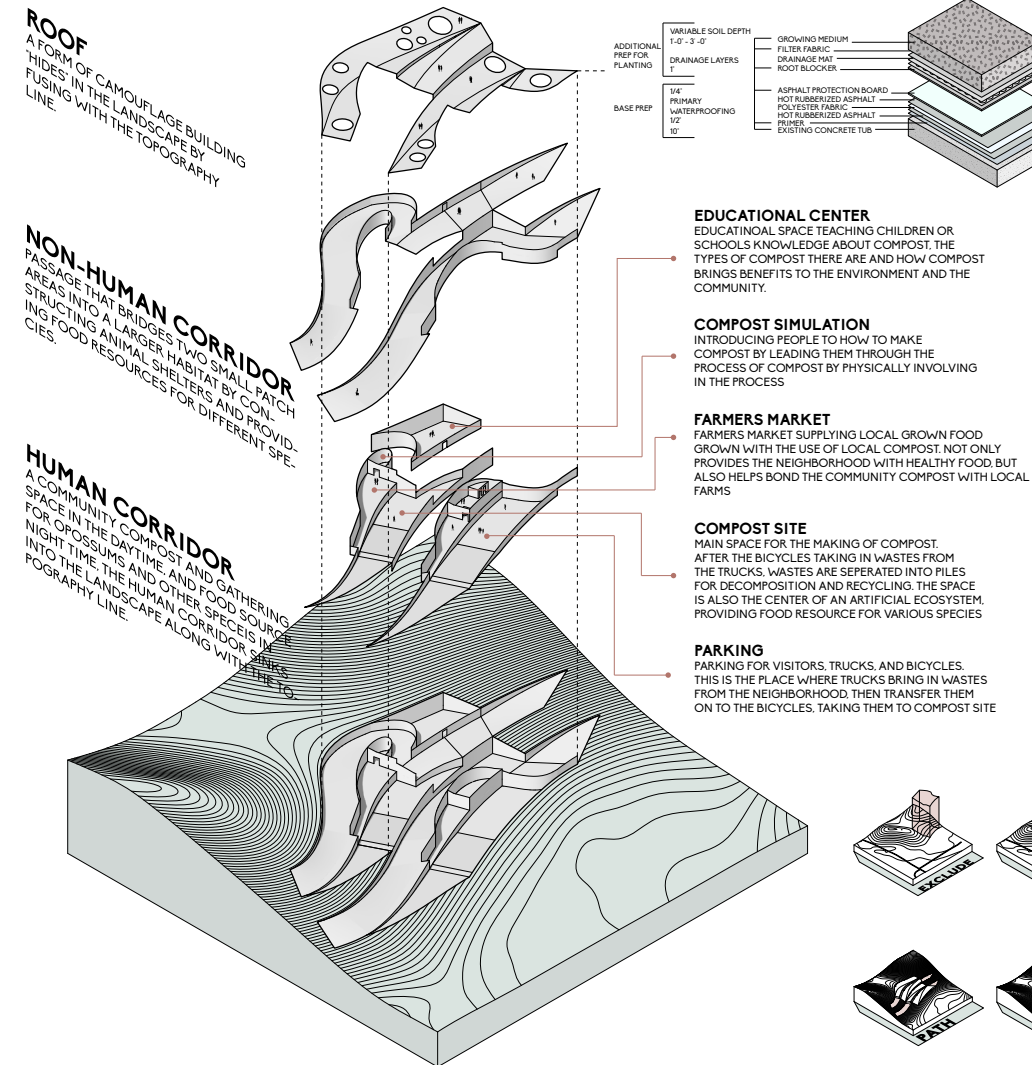
**Work Sample** *academic***UPS DISTRIBUTION HUB**

UPS Distribution Hub seeks to utilize technology's capability of travelling liberately in between spaces; breaks free from the restrictions of the X, Y, Z axis, UPS Distribution Hub developed a technique that allowed machines to travel in and out, up and down. The technique utilized in UPS Distribution Hub is an universal language that spaces are created; a petal- like geometry that fully utilizes the potential of technology. Bringing the possibilities of technology upfront, human occupied spaces are invented within the complex structure supporting machines. Embedded within the machines, the interactions between machines and humans are emphasized with the petal geometry, building up a tension between the two drastically different users.



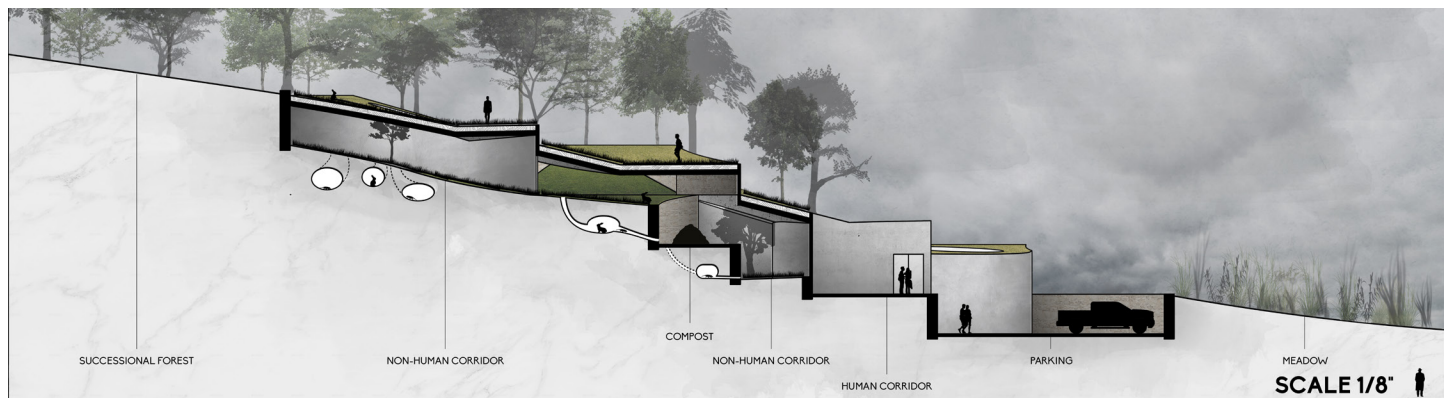
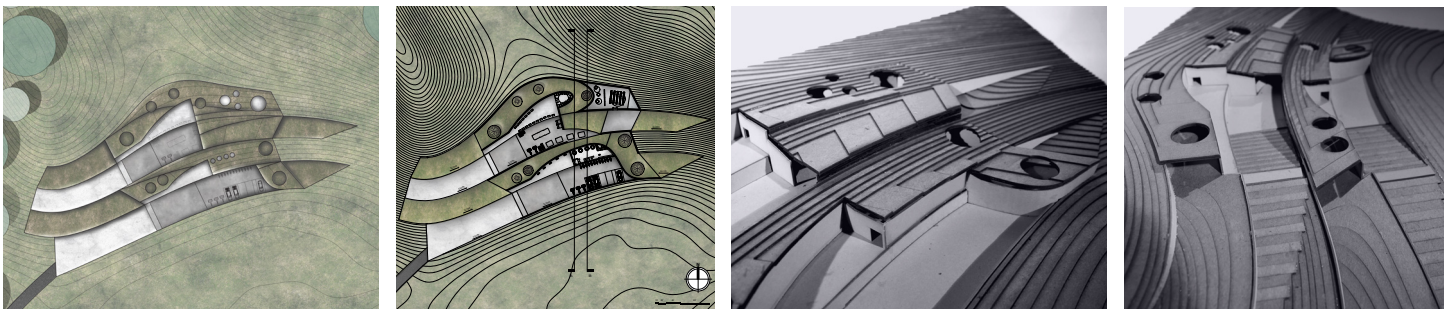
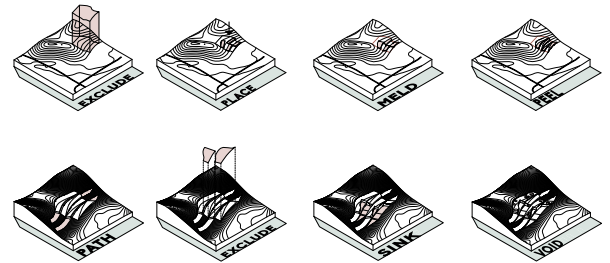


## Work Sample academic

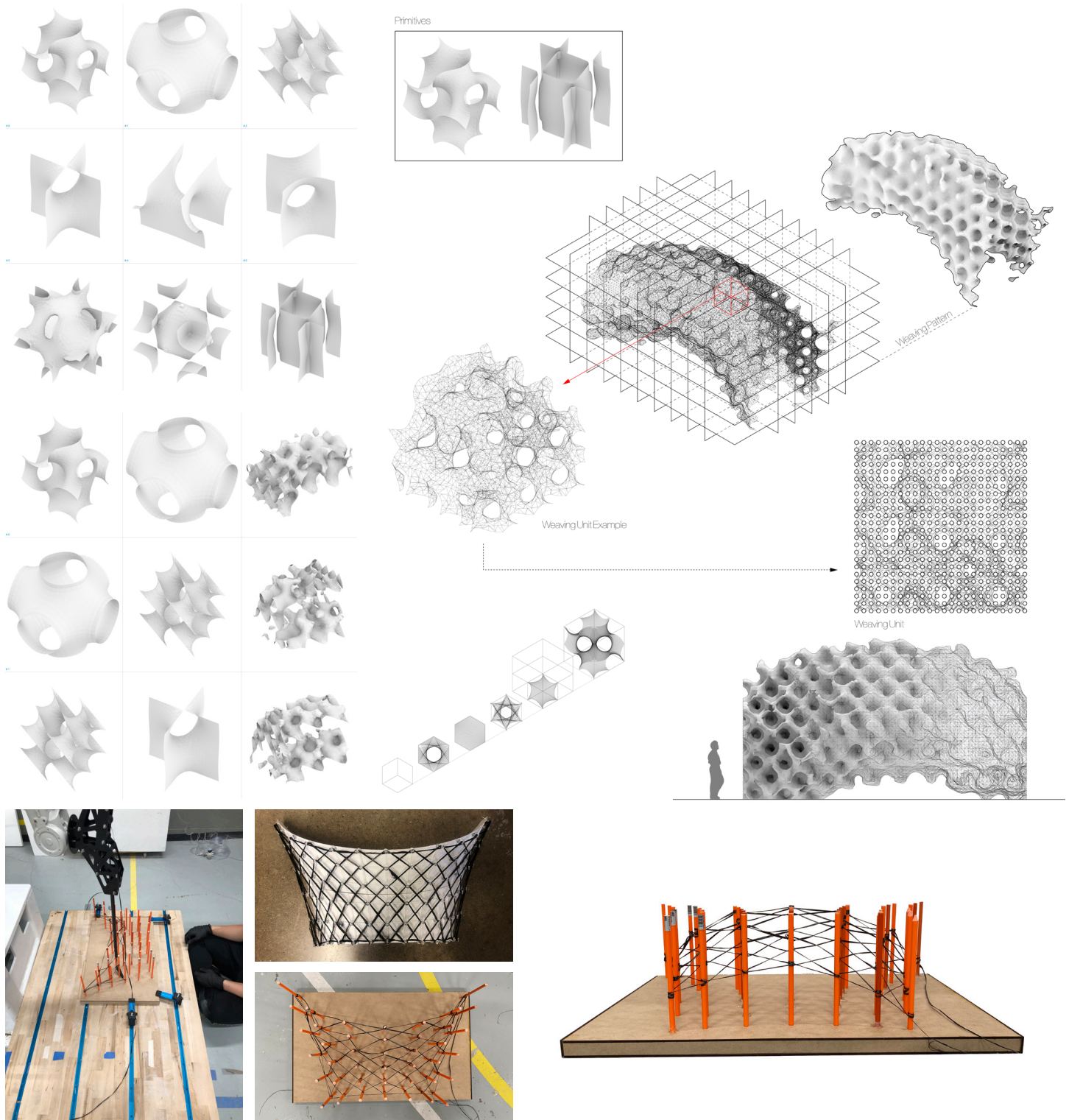


### OPOSSUM CULTIVATION CENTER

The design begins to blur the boundary between architecture and landscape, inside and outside, human and non-human programs. This "artificial" intervention aims to support an artificial ecosystem with opossums, and other species, such as mice, shrew, and rabbits, as the center and it's artificial "ecologies" begins to take hold, and more understanding of local, opossum trails and migration hab- its as well as potentially supporting advantageous species in their ecosystem. The building forms a seam- less connection between its profile and the topography of the landscape.



## Work Sample *research*

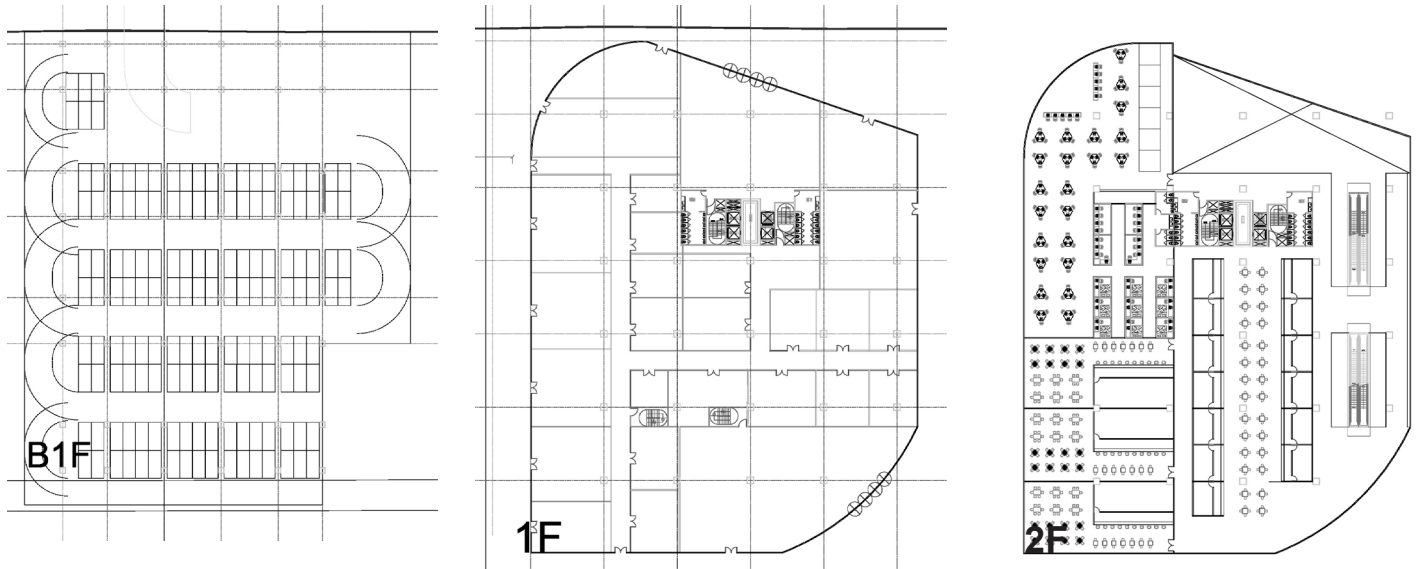


### ◇ DISCRETE FLUX ◇

This research uses algorithmic generative methods and the use of carbon fiber in robotics for architectural design. The objective is to develop and document specific computational tools and material prototypes that span across design phases, from concept to fabrication. The project will focus on the design of an integrated computational building unit; Scale, Assembly and Part-to-Whole Relationships are part of the design problem. The 'Building Unit' in this case operates as the synthetic atom between the definition of space, the robotic material deposition and the real time data exchange. Fibrous structures, complex nets with embedded processors and positioned in larger assemblies, will be tested for their structural stability, behavior and architectural character.



## Work Sample *professional*



### ◆ NEW TAIPEI TOWER ESPORTS ARENA ◆

New Taipei City government wanted an eSports Arena in the New Taipei Tower in Sanchong Public Market, since the firm had no experience in designing eSports Arenas, I was tasked to research relevant information regarding eSports and eSports Arena design. These floor plans showcased the schematic design of each floor in New Taipei Tower in different design stages, which demonstrated the knowledge I learned from my research. Besides eSports Arena designs, I also worked on parking layout, commercial layout, cafeteria layout, and gaming cafe layout. While designing these programs, I had to learn New Taipei building codes promptly in order to submit the design to the clients on time without them correct me from trivial mistakes.

