

---

YUTING WANG

---


**ARCHITECTURE  
PORTFOLIO**

---

SELECTED  
WORKS

-  
2020 - 2022

---



Yuting Wang

- Architecture Designer -

Address

3630 S Sepulveda Blvd  
Apt 319  
CA 90034

Language

Mandarin /Native  
  
English / Advanced

Contact

TEL: (+1)323-998-3336  
  
EMAIL: wangyuting970203@gmail.com

Education

09/2020 ~ 06/2023

University of California, Los Angeles  
Major in Architecture and Urban Design | Master of Architecture

09/2015 ~ 06/2020

Central South University  
Major in Architecture and Urban Design | Bachelor of Architecture

Personal Statement

I am a current third year architecture graduate student at UCLA. The reason I first became interested in architecture was that I had a deep passion for art from an early age. I started learning the violin at the age of five. Under the influence of melody, I gradually became interested in all things related to art. When I was in junior high school, I would draw some architectural sketches in my spare time to relax my mind, and since then, I have become more and more interested in architecture.

I have mutiple practice experience at different architecture firms. When I worked as an intern, I've done a significant amount of plan drawings, renderings and modelings. My efficient workflow saved my co-workers about 2 hours each at least per day. My company were delighted and my co-workers too, because they were able to spend their time on more creative things. Through seven years' architecture education and several architecture internships, I've mastered an individual design ability and got involved in each phases in the design practice.

Additionally, I have developed a great interest in architecture related to fiction and film. In my personal opinion, architects should think about the possibilities of cities and architecture in the future, while figuring out new solutions towards urban conflicts. Besides, My design principle is always starts with the respect for the building's inhabitants. I think its very important to keep our planet and its inhabitants in balance by integrating a sense of environmental stewardship into every project we take on.

Research Experience

From June 2017 to May 2018

Research on Spontaneous Construction Mechanism of Folk Houses and Its Innovative Application in Old City Renewal

- Awarded ‘Project of Excellence’ in National Training Program of Innovation and Entrepreneurship for Undergraduates.
- Role: main participant, taking part in the initial project design and experiments, budget plans, literature review and modeling.

Honor & Awards

Sep 2017

Ranked top 30 in Homestay Design Innovation and Entrepreneurship Competition

- Awarded by Government of Yuhua District, Changsha, Hunan Province

Sep 2017

Ranked top 30 in Homestay Design Innovation and Entrepreneurship Competition

- Awarded by Government of Yuhua District, Changsha, Hunan Province

Aug 2018

Participant in SPATIAL DESIGN COMPETITION

- “participated in the SPATIAL DESIGN COMPETITION FOR 2019 ARCHIFOR EXHIBITION-MILAN, in recognition of exemplary sensitivity to exhibition atmosphere in historical architecture”

Professional Experience

07/2022 ~ 12/2022  
Los Angeles, Carlifornia

XTEN Architecture  
Full Time Summer Intern Position & Part Time Intern Position during Academic Year

- Taking part in the residential design project of Carmelina, MacCulloch and Muscat Canopy Project, particularly taking part in concept development, modeling, plan drawing and renderings by using Rhino, AI, PS, AutoCAD and Vray.
- Organizing presentation slides and join every morning meeting.

Fall and Winter quater of  
Academic Year 2022-2023  
UCLA

Department of Architecture and Urban Design  
Teaching Assistant

- Attend and prepare for lectures, coordinate with the instructor about the details for assignments.
- Make assignment groups set up, answer student's questions after class and do completeness check on assignments.

07/2020 ~ 09/2020  
Tianjin, China

Zoodesigner Architecture Firm  
Project Assistant (Internship)

- Taking part in the design project of Shenzhen Mangrove City Museum, particularly taking part in modeling, plan drawing and physical models building.
- Present work to clients multipul times in person.

09/2019 ~ 11/2019  
Changsha, China

Changsha No. 4 Urban Planning and Design Institute  
Project Assistant (Internship)

- Participate in the modeling and construction drawing of a residential project.

07/2019 ~ 08/2019  
Beijing, China

Penda China Architecture Firm  
Project Assistant (Internship)

- Taking part in the design project of Langqiao Mall in Chengdu, China.
- Particularly taking part in modeling, plan drawing, and analysis plan drawing.

01/2019 ~ 02/2019  
Beijing, China

ArchCollege  
Teaching Assistant of Rhino and Grasshopper Training Camp

- Responsible for after-class Q & A session, after-class tutoring and problems regarding students’ daily living.

Skills

Main Software Skills:	AutoCAD	●●●●	Photoshop	●●●●	VRay	●●●●
	Rhino	●●●●	Illustrator	●●●●	Lumion	●●●●
	Maya	●●○○	InDesign	●●●●	Enscape	●●●●
	Grasshopper	●●●●	AffterEffects	●●●○	Twinmotion	●●●●
	Revit	●●○○	ZBrush	●●●○	Blender	●●○○

Pesonal Skills: Violin Grade Examination Degrees (Level 10), Provincial Badminton Competition (Second Prize).

Extracurricular Activities

From Sep 2017 to June 2018

Worked as the Deputy President of School Reporter Group

- Responsible for planning and leading monthly off-line interview, reviewing reports written by team reporters.
- Organizing group and school events, etc.

From Sep 2017 to June 2018

Worked as a member of ‘Love Confession Wall’ Team in Central South University

- Taking part in receiving and posting students’ love confession messages on school’s social media.
- Organizing off-line love confession events on campus.

01

# Chapter 01 - Academic Project

---

## 1.1 Infinite Mountain Stairs

*MID-CITY/MID-SCALE\_HYBRID ORDER FOR DIVERSE URBAN DWELLING*



## 1.2 Sunset Aarts Cooperative

*A BUILDING CONCEIVED AS THE MEETING POINT BETWEEN THE MUSEUM, THE ARTISTS' STUDIO, AND THE COMMERCIAL GALLERY*



## 1.3 Botanical Garden

*CITY ARBORETUM AND BOTANICAL GARDEN*



## 1.4 Drive-in / Drive-through

*A "NO-PARKING" MULTI SCREEN DRIVE-IN THEATER AND FOOD DISTRIBUTION CENTER*

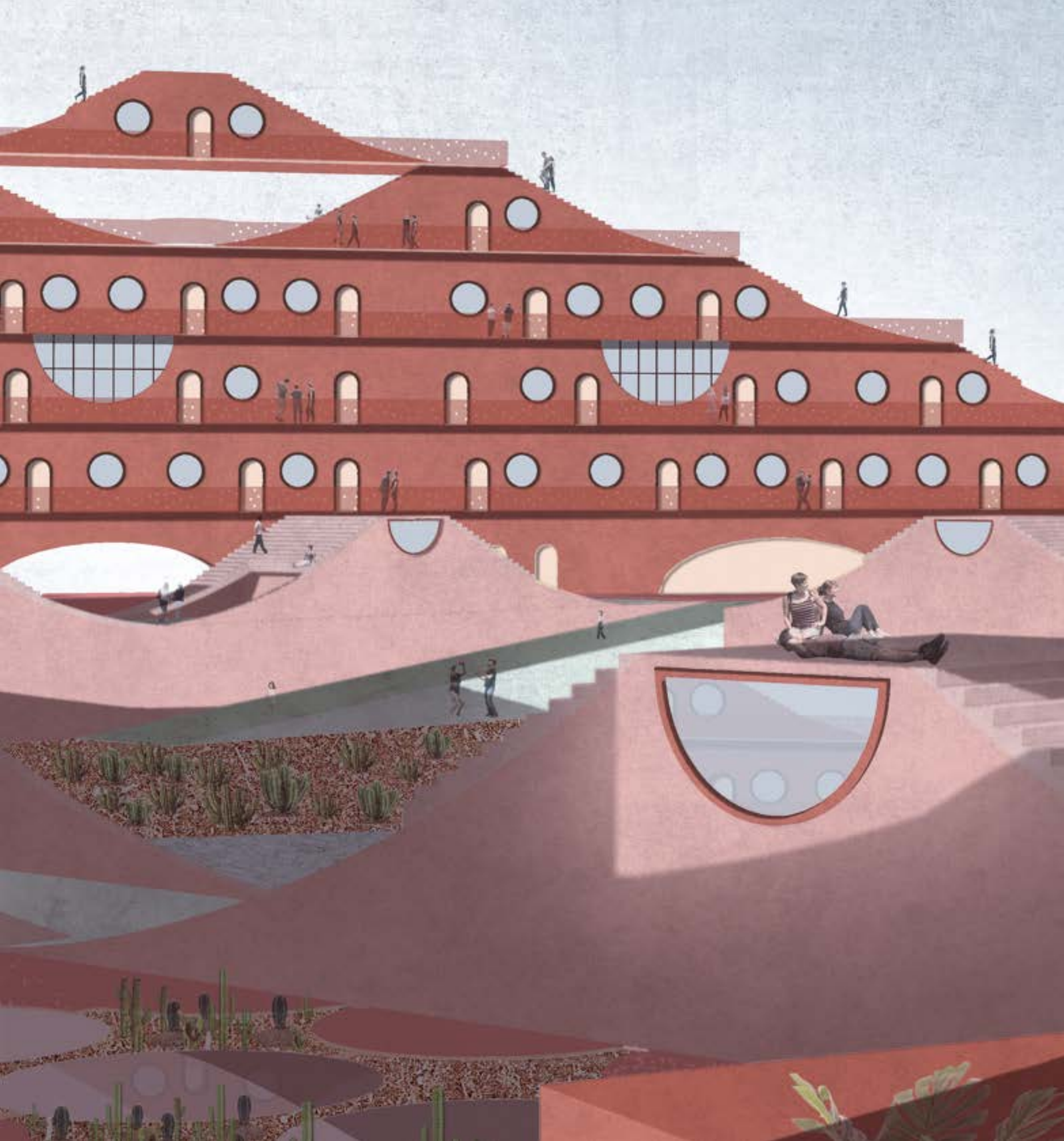


## 1.5 Beach Facility

*BEACH FACILITY DESIGN*







**Project:** Building and Landscape Studio\_Fall 2021  
MID-CITY/MID-SCALE\_HYBRID ORDER FOR DIVERSE URBAN DWELLING

**Duration:** 11 weeks

**Site:** Culver City, Los Angeles, California

**Instructor:** Yara Feghali

**Individual work**

---

This project is about building density by keeping the infinite stairs identity of LA and I do this by inhabiting the infinite stairs. The building is a scaled up stair, and is articulated at the edges of the site. In order to do that I worked with modules. First, there are four types of space relationships of courtyard houses between rooms and yards which I identify as the relationship between public and privacy creating a spectrum of conditions from the intimate to the public.

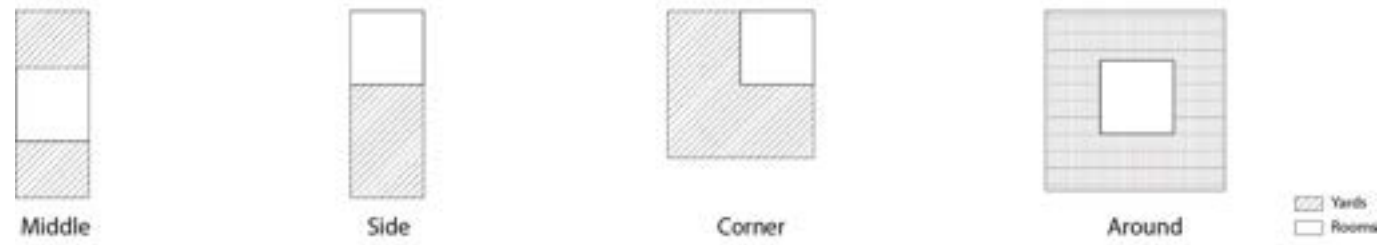
Another aspect of LA housing typology is the yard, in order to add a yard, I bring the roof to the ground, so the space under the roof here is under 7 feet which can be defined as public open space, then I add stairs on the roof so I can use roofs as a mean of transportation too.

My mission is to break through the boundary of the small living space of concrete box and to provide people living in the high-rise buildings with an experience of living in nature, like walking freely in the mountains.

---

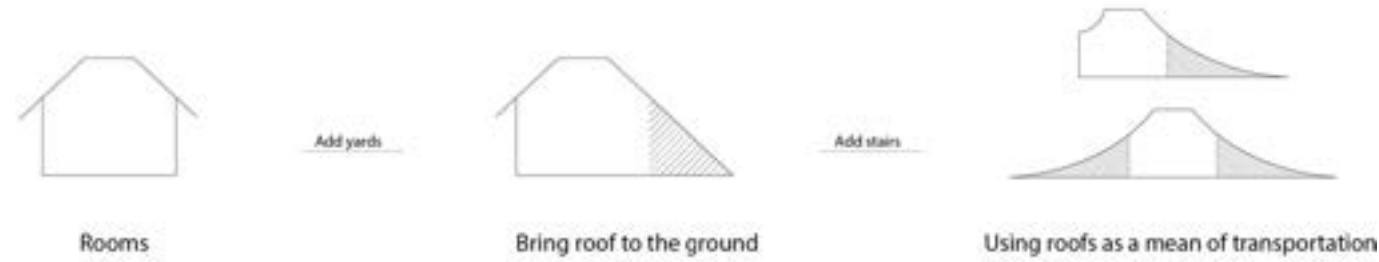


## 1. SPACE RELATIONSHIP OF COURTYARD HOUSES

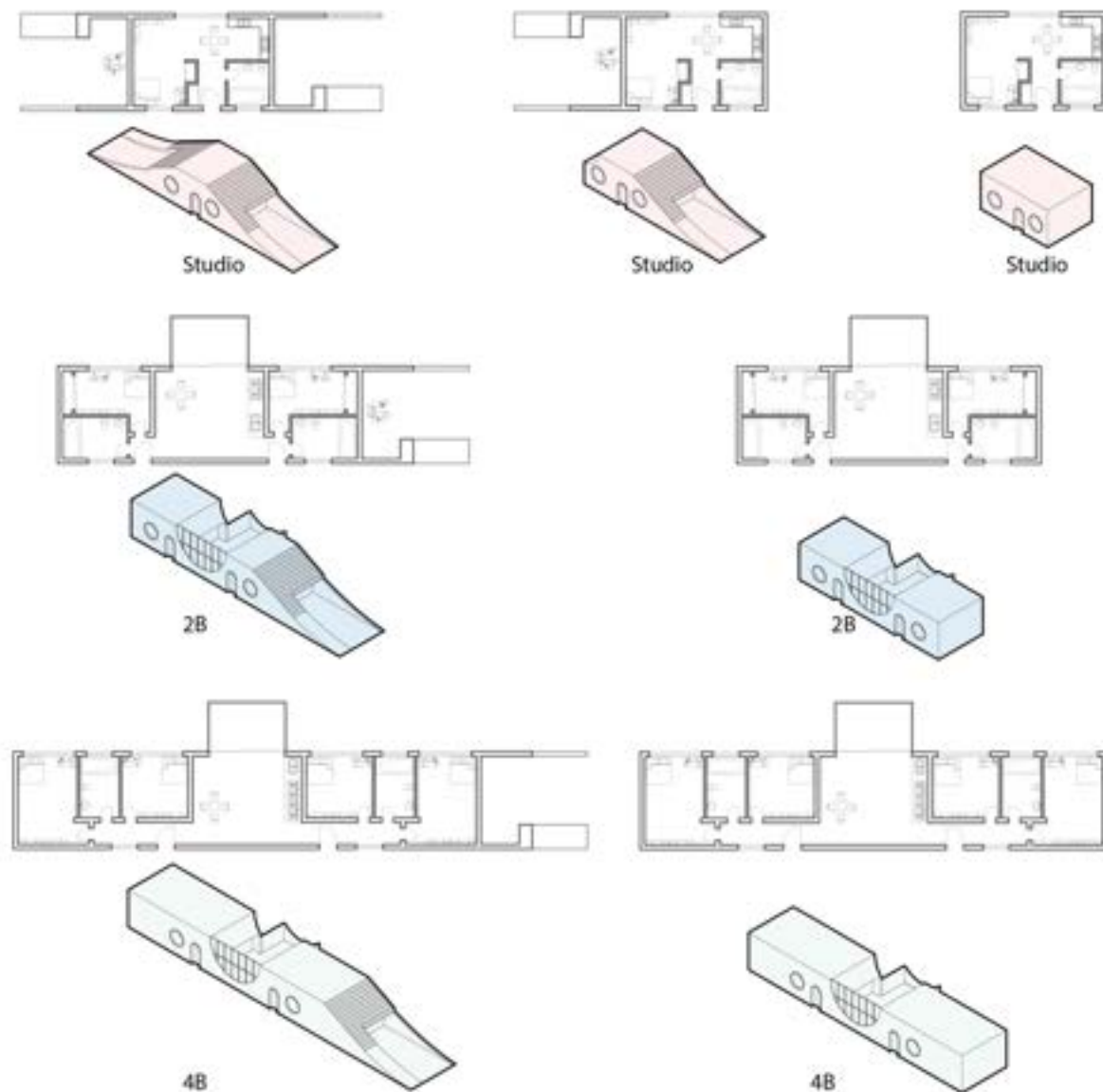


+

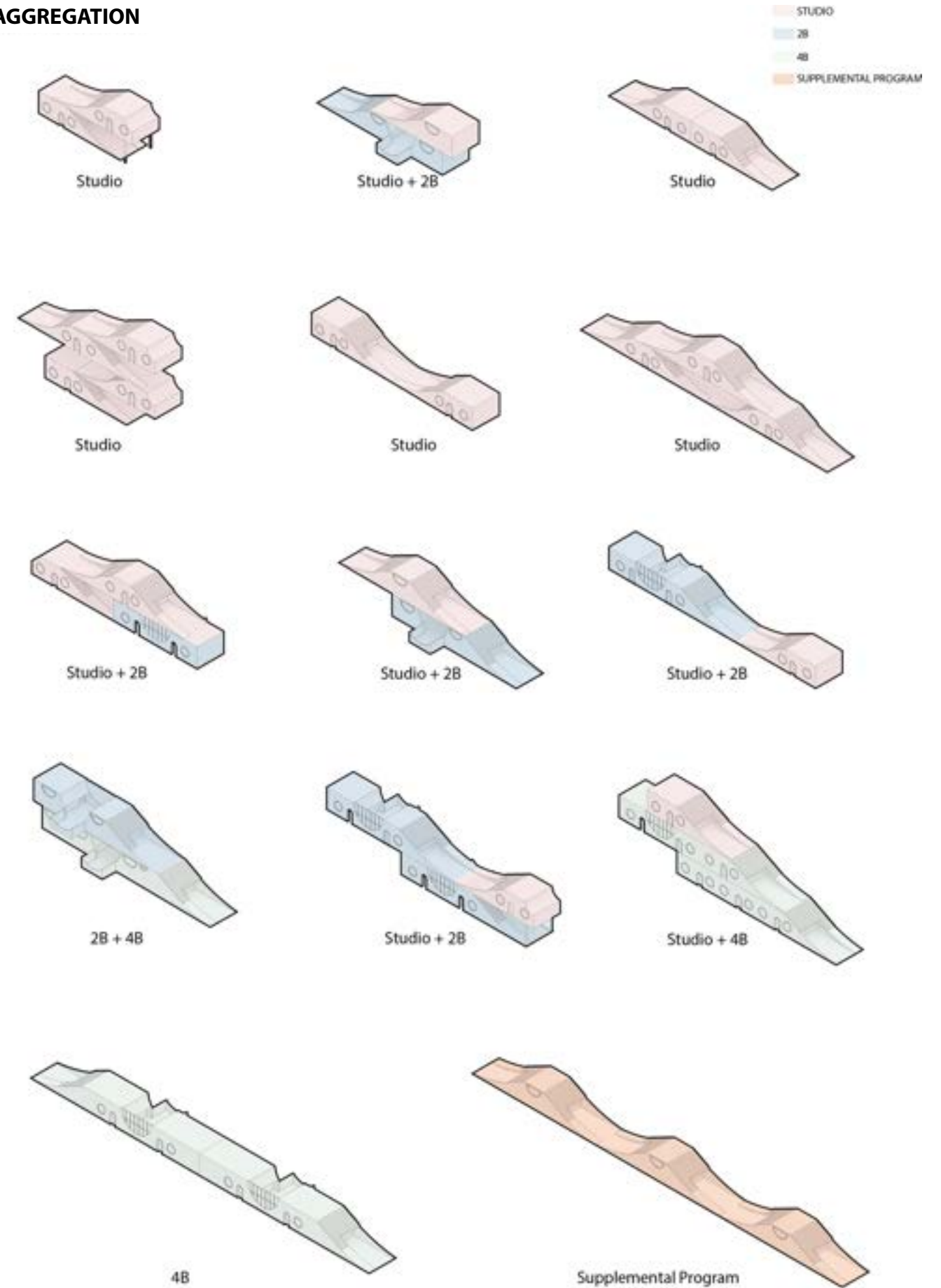
## 2. BRING ROOF TO THE GROUND



## 3. HOUSING TYPOLOGY



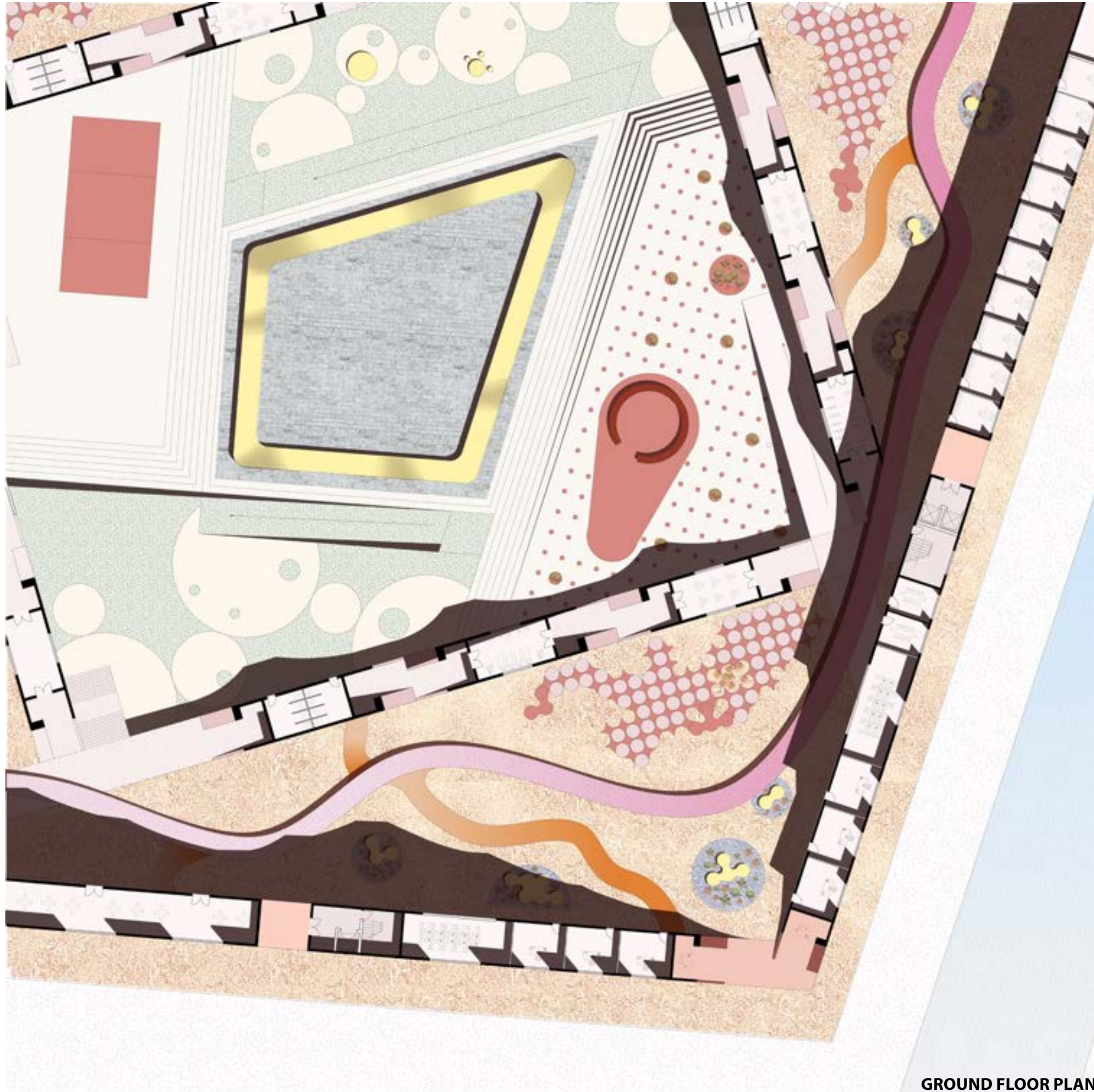
## 4. AGGREGATION



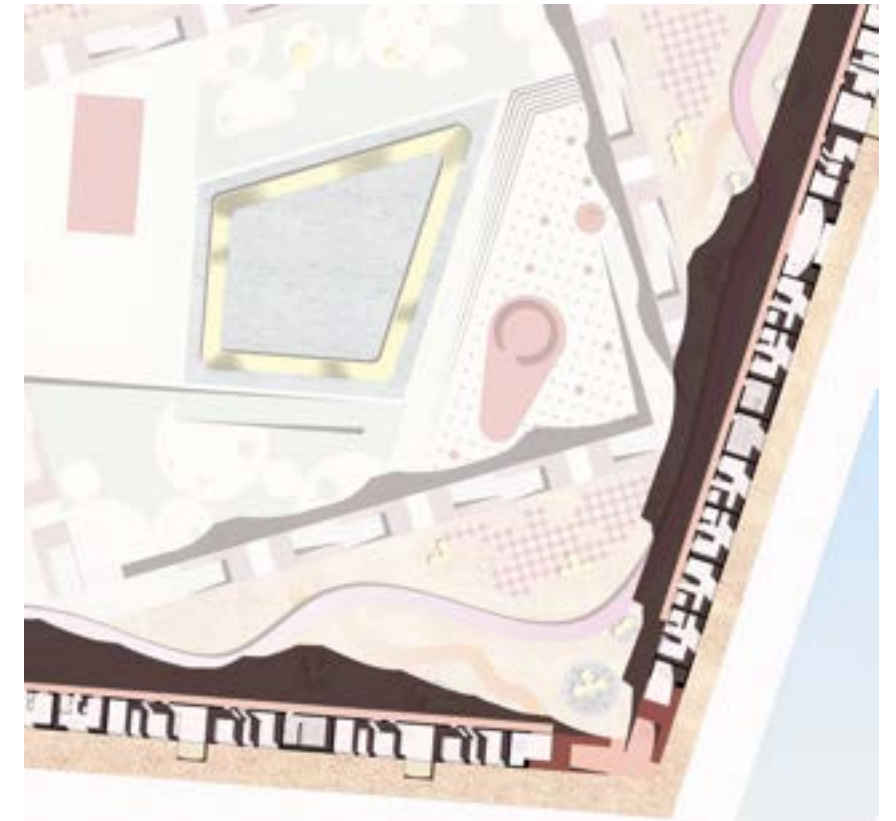
There are four types of space relationships of courtyard houses between rooms and yards, which are rooms in the middle, in the side, in the corner and with yards around it. And I identify this as the relationship between public and privacy creating a spectrum of conditions from the intimate to the public.

Another aspect of LA housing typology is the yard, in order to add a yard, I bring the roof to the ground, so the space under the roof here is under 7 feet which can be defined as public open space, then I add stairs on the roof so I can use roofs as a mean of transportation too.





GROUND FLOOR PLAN

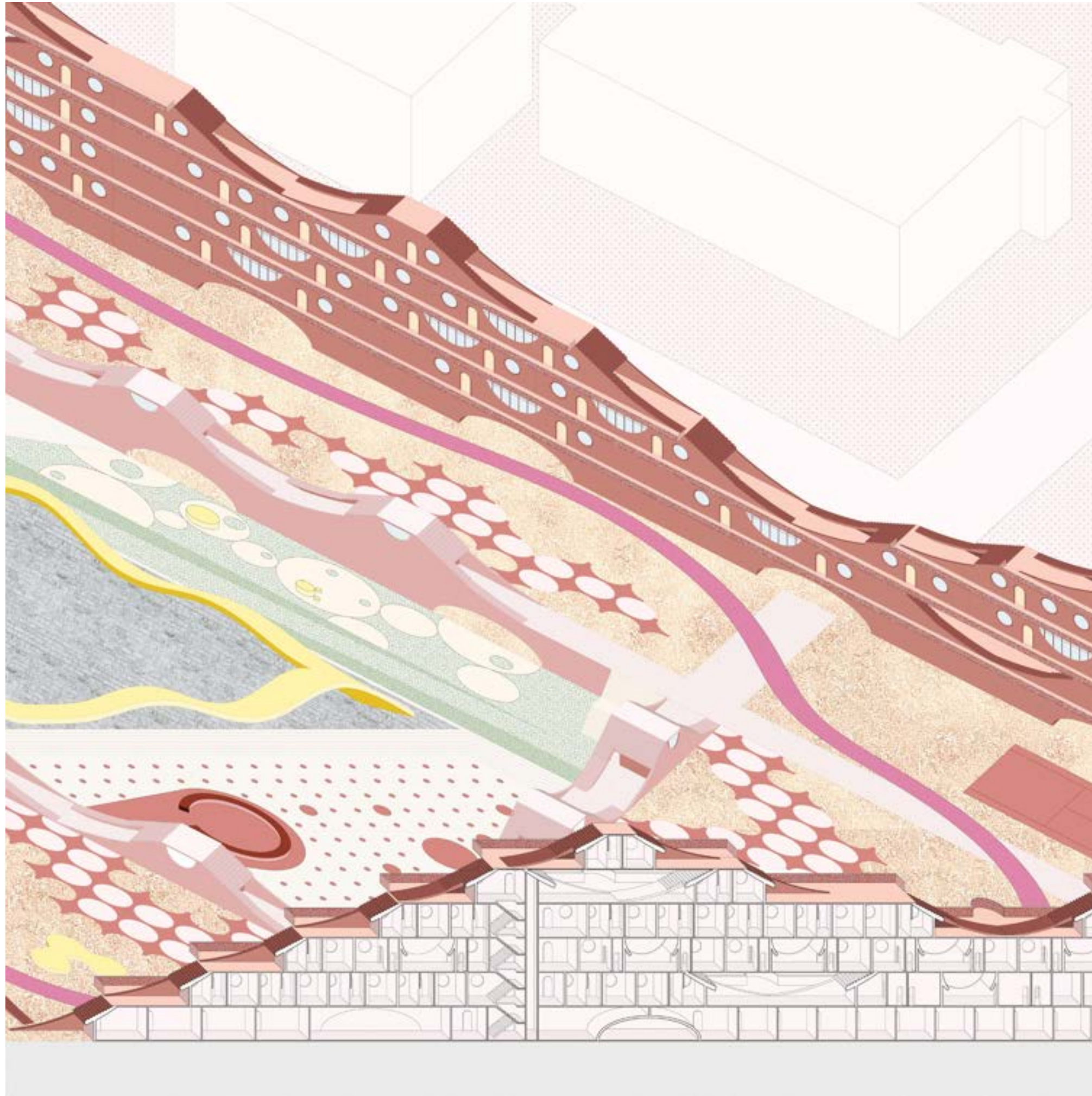


SECOND FLOOR PLAN



SITE PLAN





Studio

2B

4B

Supplemental program

Elevator

Public function

Path

Hardscape

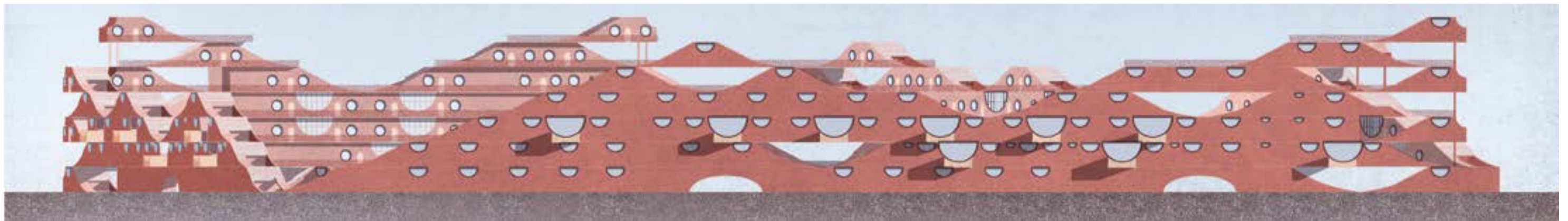
Softscape

Public installation

Underground Public spaces

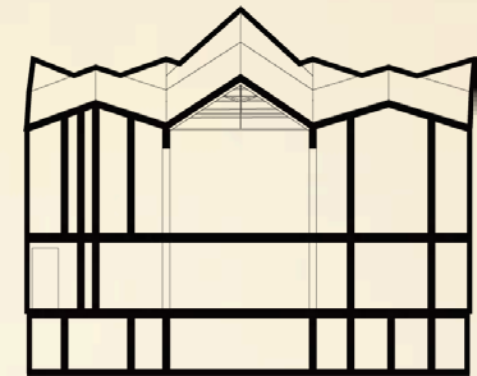






We can see the prototype of housing modular units I made for studio, 2B, 4B and public program, we have public spaces in both sides, in one side for studio, and shared living room spaces in the middle for 2B and 4B, and supplemental program with public space around it. My large scale stair housing is then occupying the boundaries of the site, creating a large courtyard space in the middle. This void is then partially occupied by the same line building logic on the ground floor and carve a lower level generating a space for the supplementary program to us.





**Project:** Sunset Arts Cooperative\_WINTER&SPRING 2022  
A BUILDING CONCEIVED AS THE MEETING POINTBETWEEN THE MUSEUM,  
THE ARTISTS' STUDIO, AND THE COMMERCIAL GALLERY

**Duration:** 20 weeks

**Site:** West Hollywood, Los Angeles, California

**Instructor:** Mohamed Sharif

**Individual work**

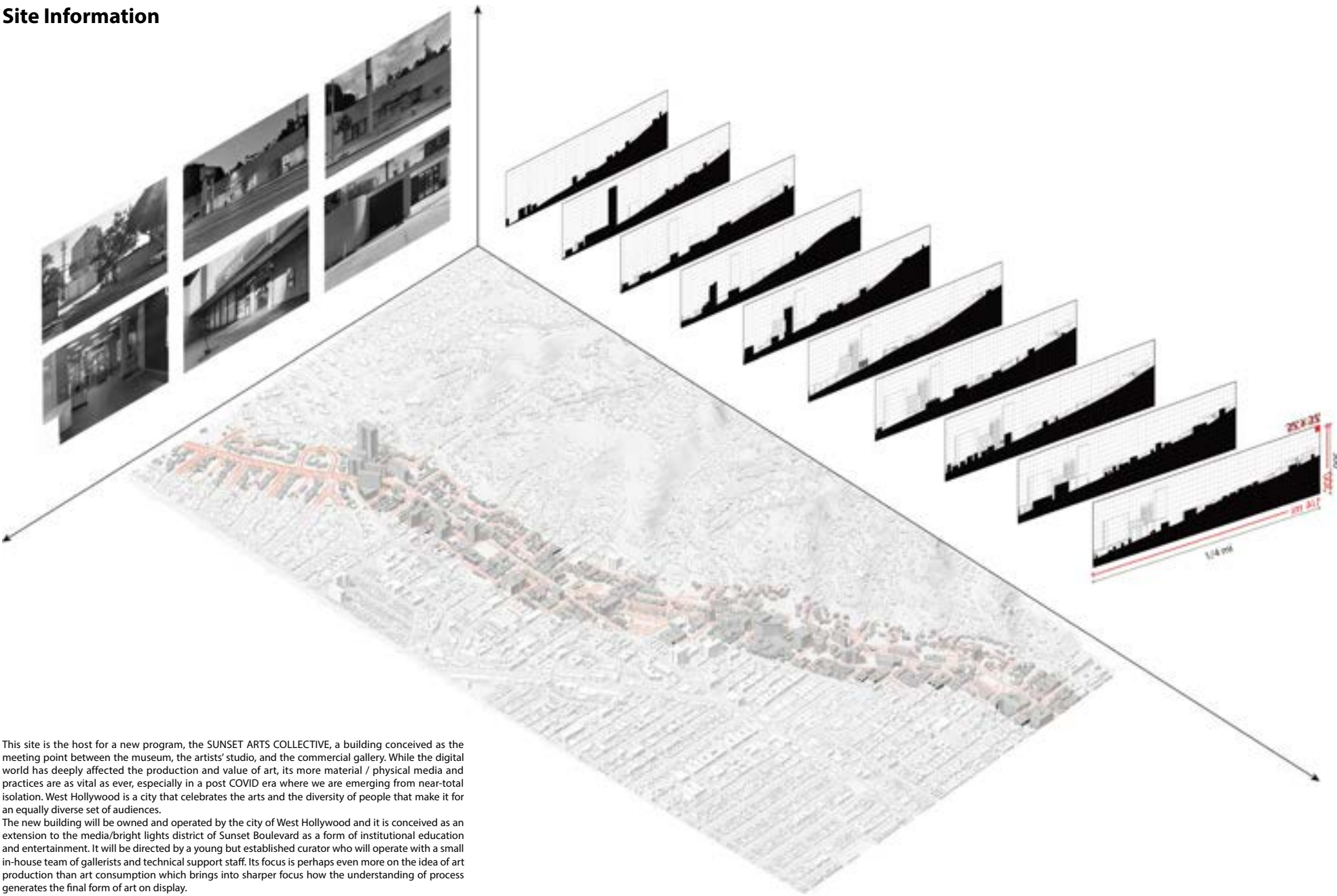
---

The Sunset Arts Collective is a three-gable, town hall-like structure whose striking zig-zag roof line floats above three parallel and interlinked bars comprising, at top, a central great room connected to flanking ones with criss-cross circulation between spaces with the tectonic character of finish carpentry. freely in the mountains.

---



# Site Information



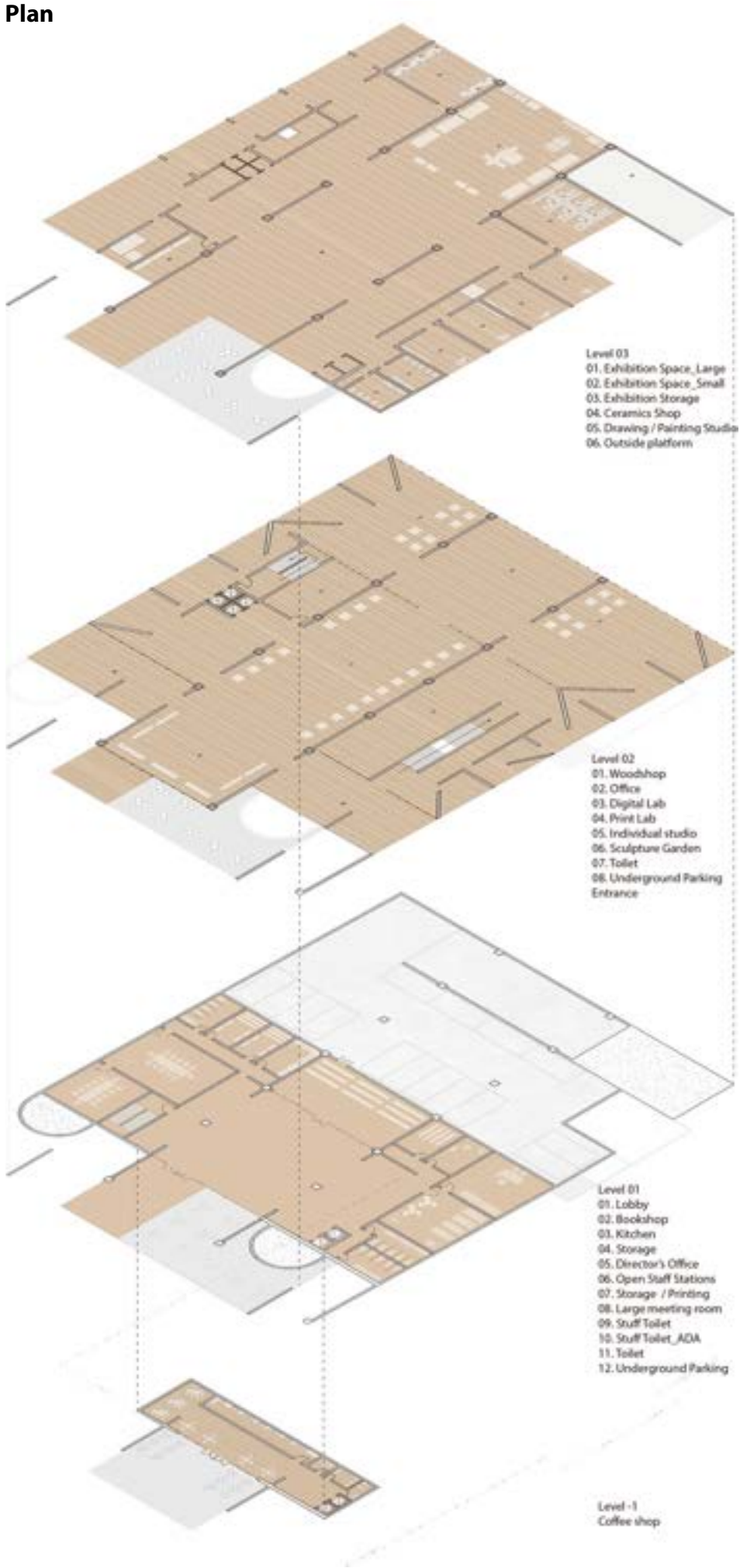
This site is the host for a new program, the SUNSET ARTS COLLECTIVE, a building conceived as the meeting point between the museum, the artists' studio, and the commercial gallery. While the digital world has deeply affected the production and value of art, its more material / physical media and practices are as vital as ever, especially in a post COVID era where we are emerging from near-total isolation. West Hollywood is a city that celebrates the arts and the diversity of people that make it for an equally diverse set of audiences.

The new building will be owned and operated by the city of West Hollywood and it is conceived as an extension to the media/bright lights district of Sunset Boulevard as a form of institutional education and entertainment. It will be directed by a young but established curator who will operate with a small in-house team of gallerists and technical support staff. Its focus is perhaps even more on the idea of art production than art consumption which brings into sharper focus how the understanding of process generates the final form of art on display.

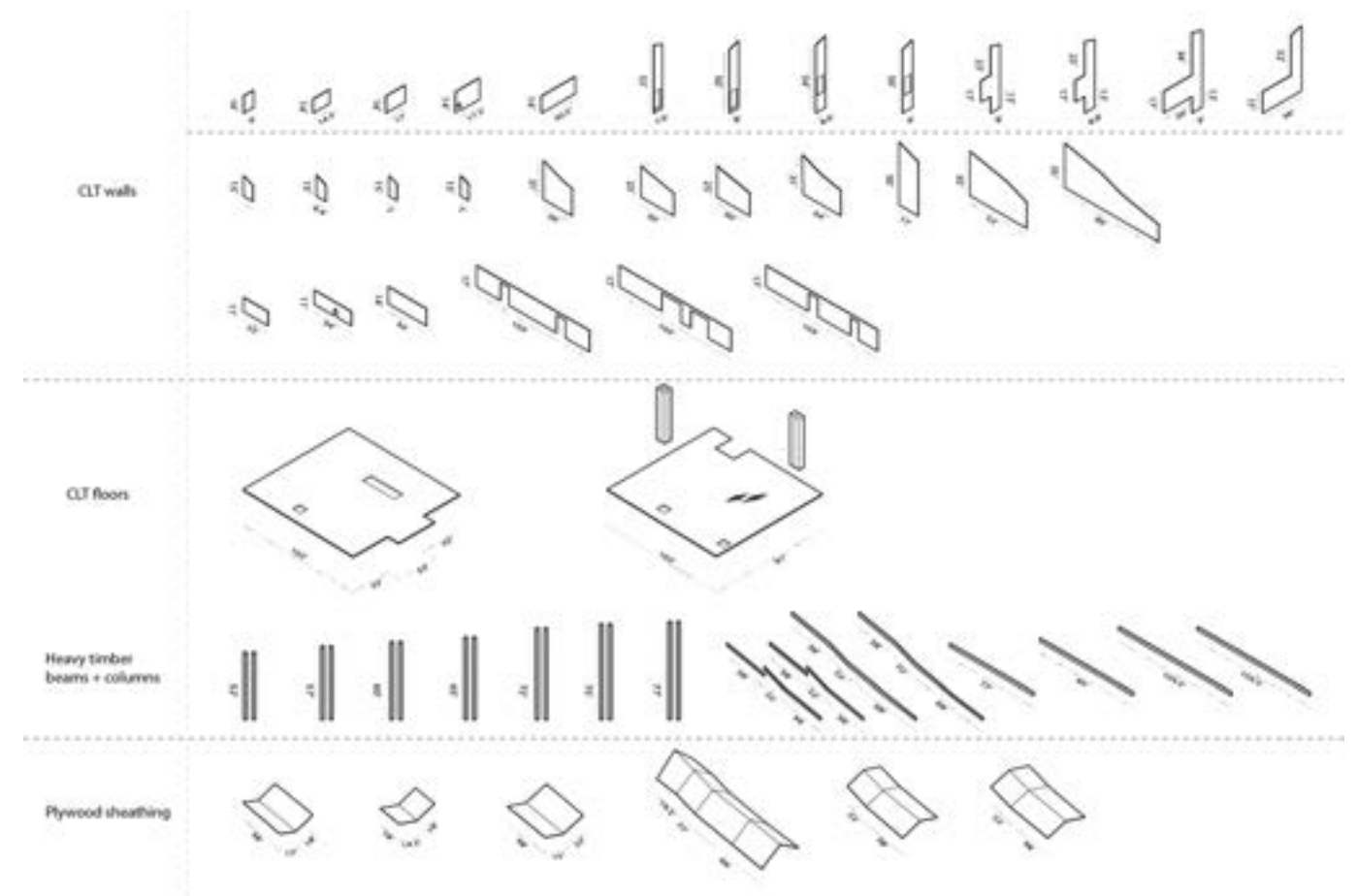
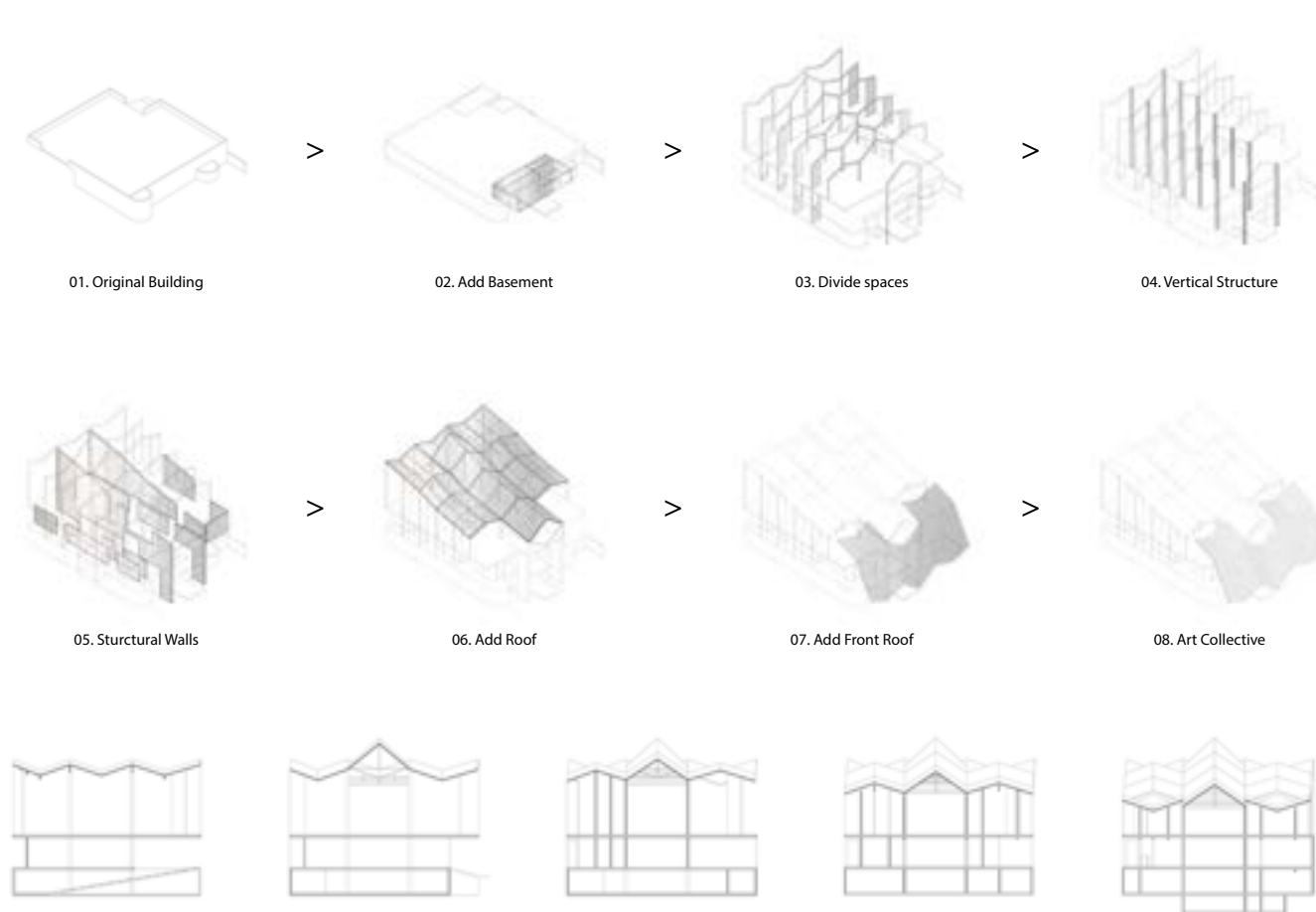
# Sunset Strips - Strip of Material



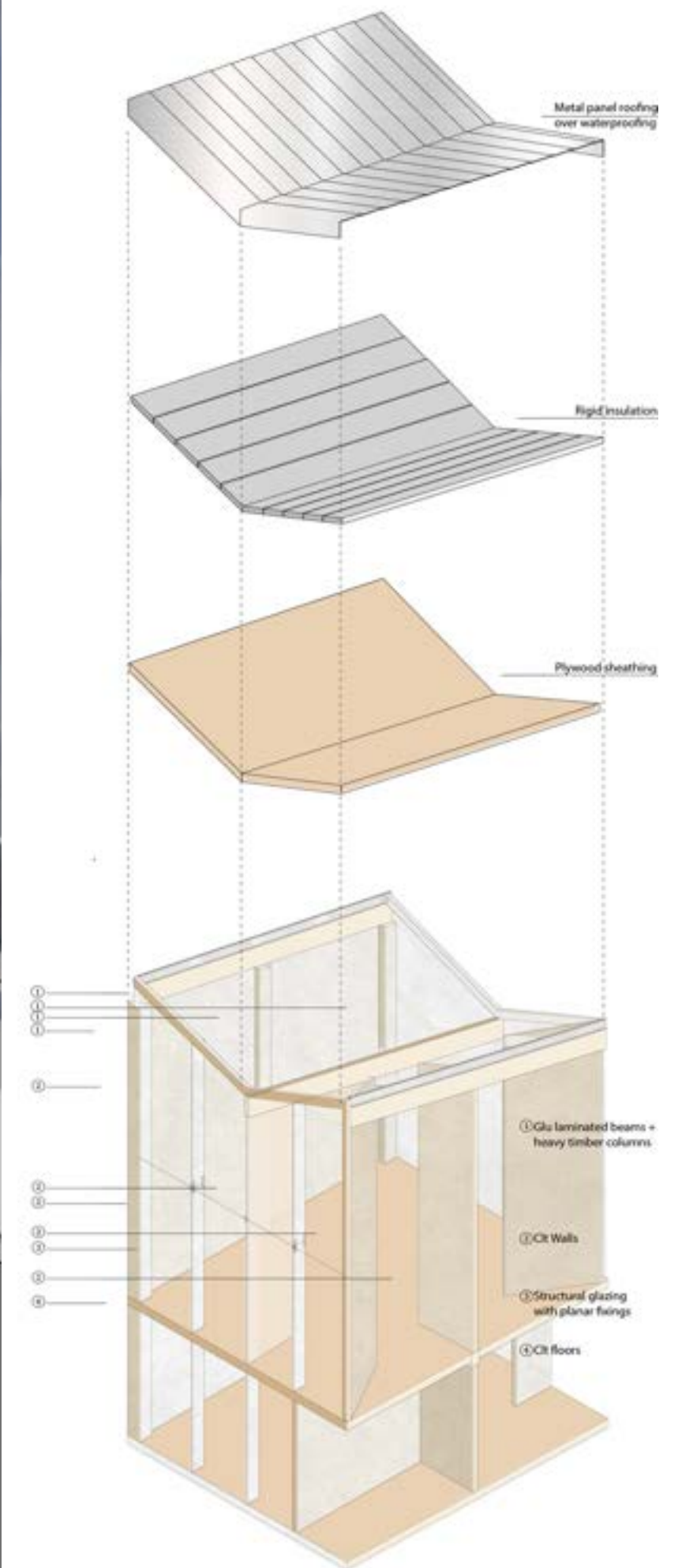
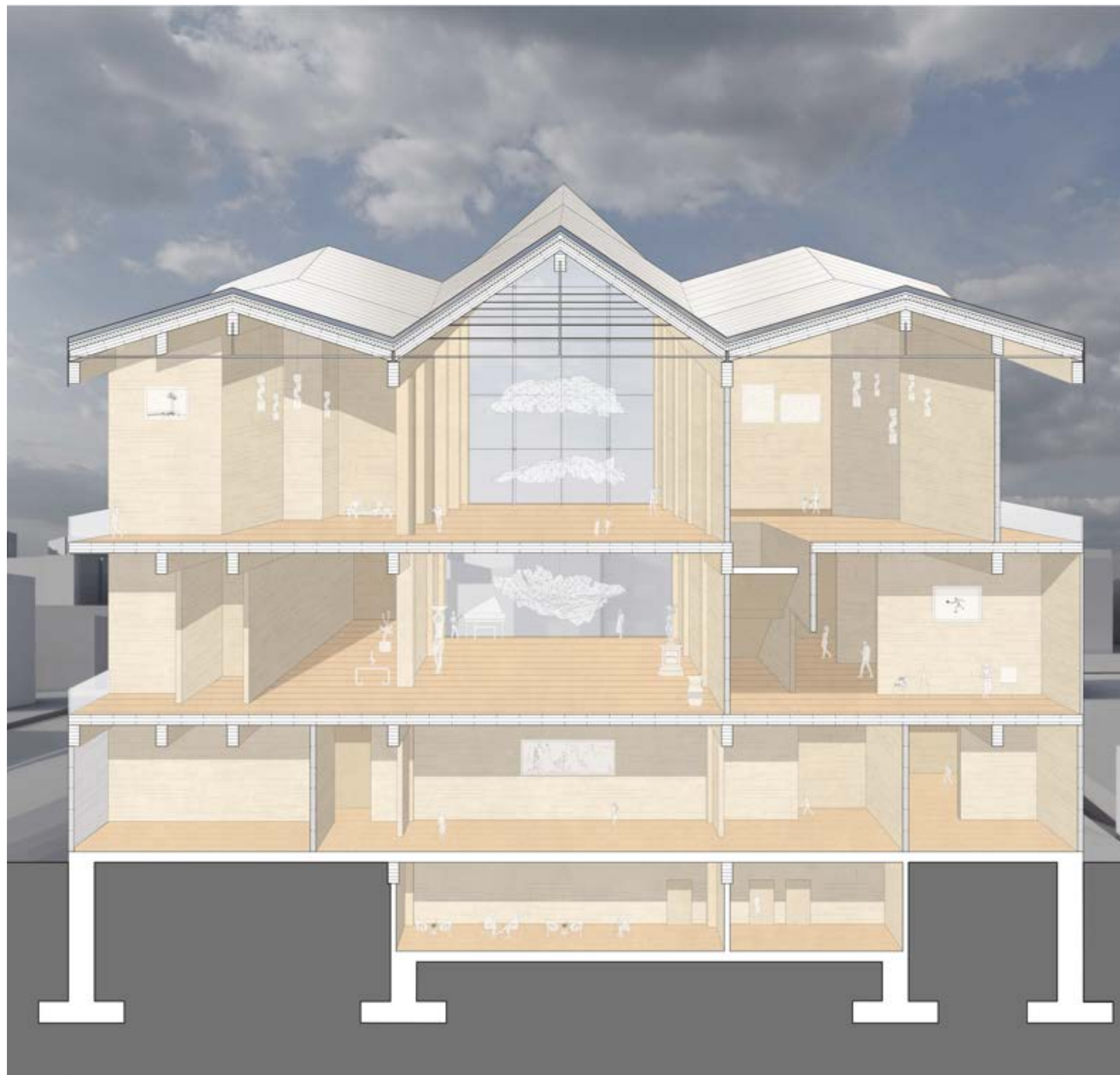
# Plan







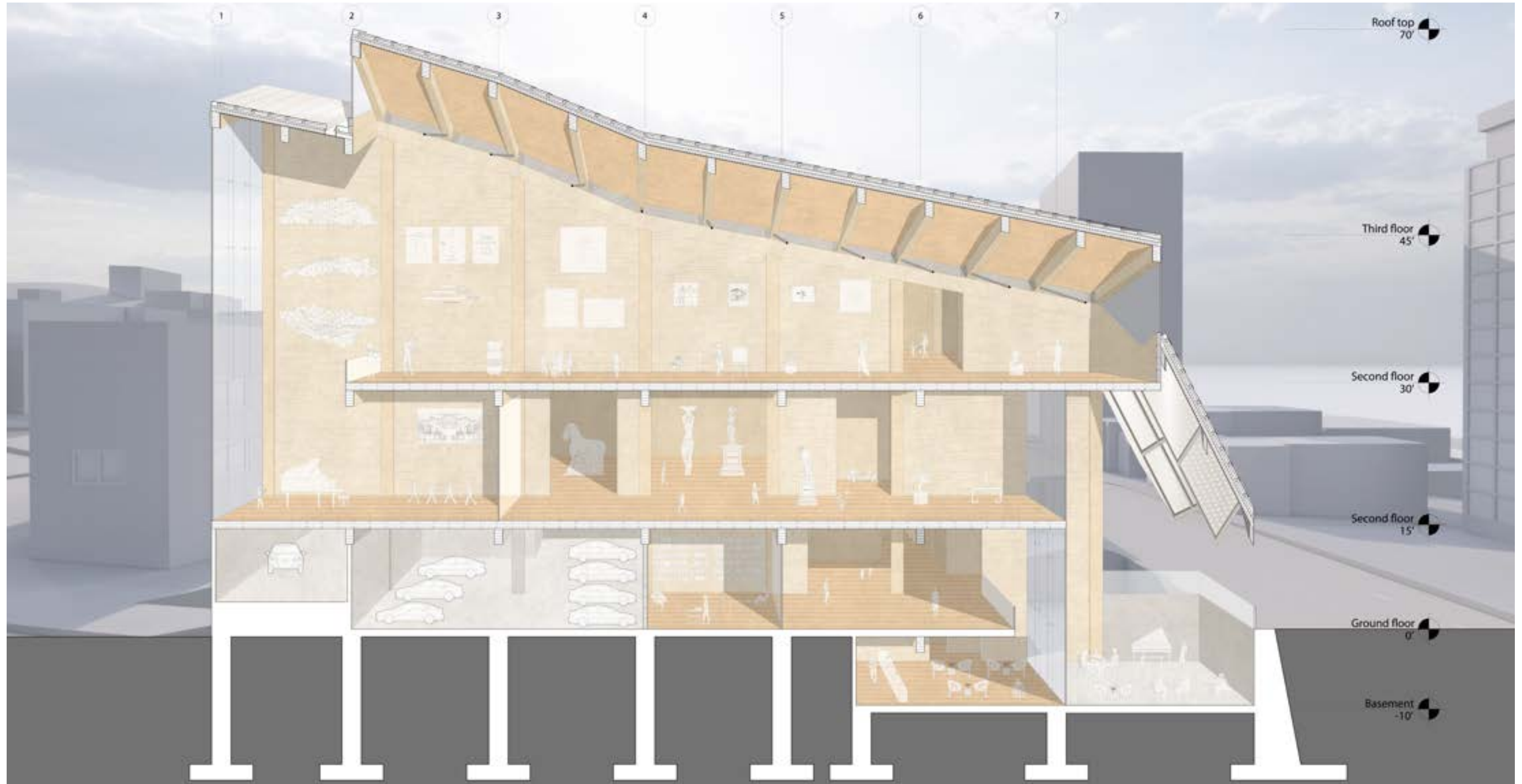








Rendered by Lumion

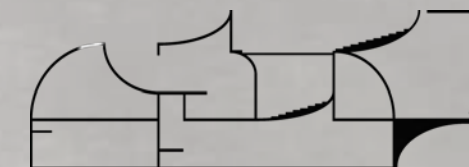






A zig zag roof floating above the existing building suspends programs beneath it. The hovering dynamism defines the atmosphere of arts collective. The vertical structure of the building is located at the valleys of the roof which arose from basement to the roof. The project is made of wood. It has CLT walls, CLT floors, CLT roof structures and heavy timber beams and columns.





**Project:** City Arboretum and Botanical Garden

**Duration:** 11 weeks

**Site:** 3670 S Crenshaw Blvd, Los Angeles, CA 90016

**Instructor:** Garrett Ricciardi

**Individual work**

---

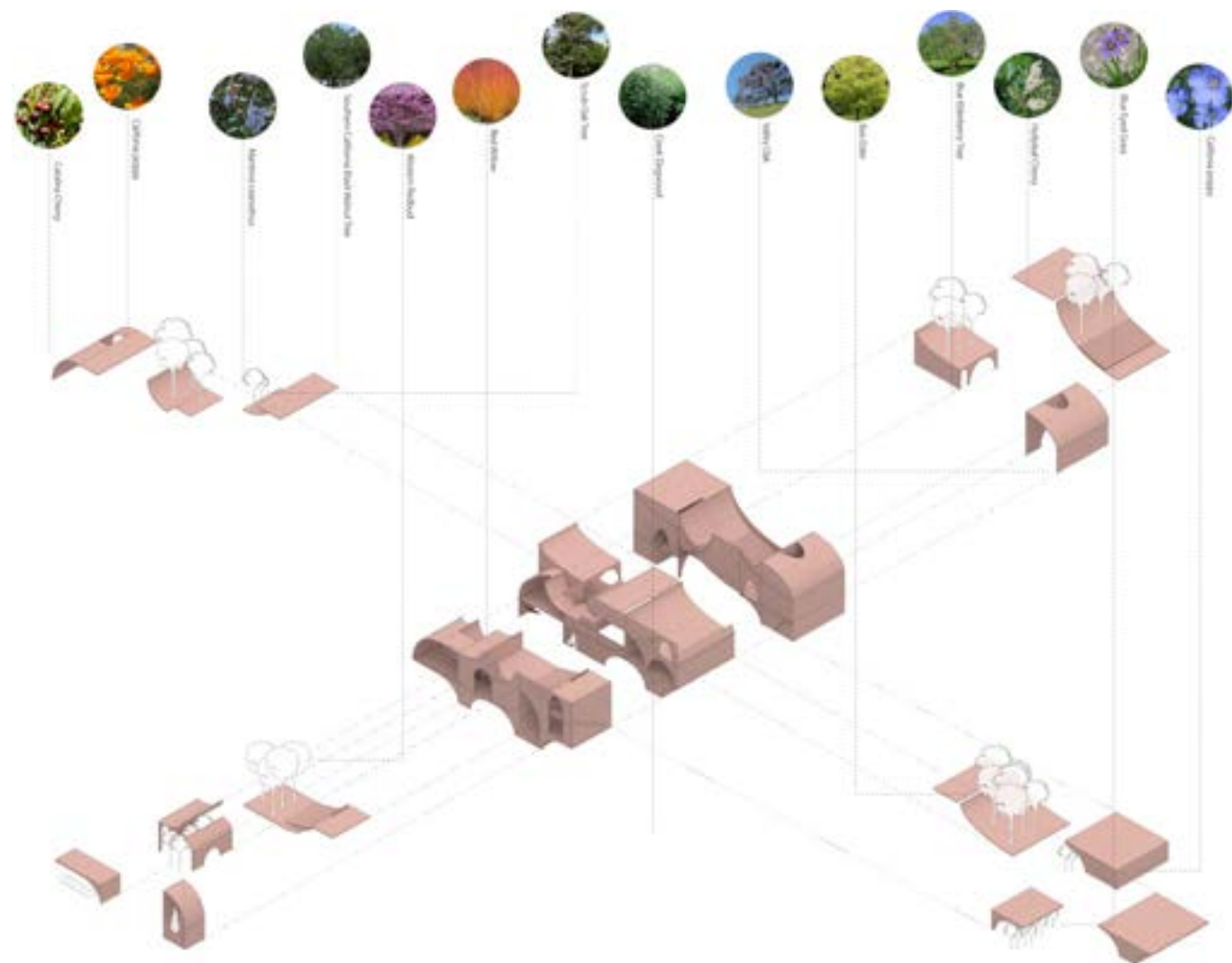
In this project, I try to use an arch as a roof or as a wall, which can also form spaces.

This project allows people to experience the multi-space experience brought by the arch. Plants of different sizes are planted under arches of different scales, and the combination of different arches has evolved different spatial functions. People can appreciate plants indoors, and experience the feeling of being in close contact with nature freely on the grass slope on the inverted arch.

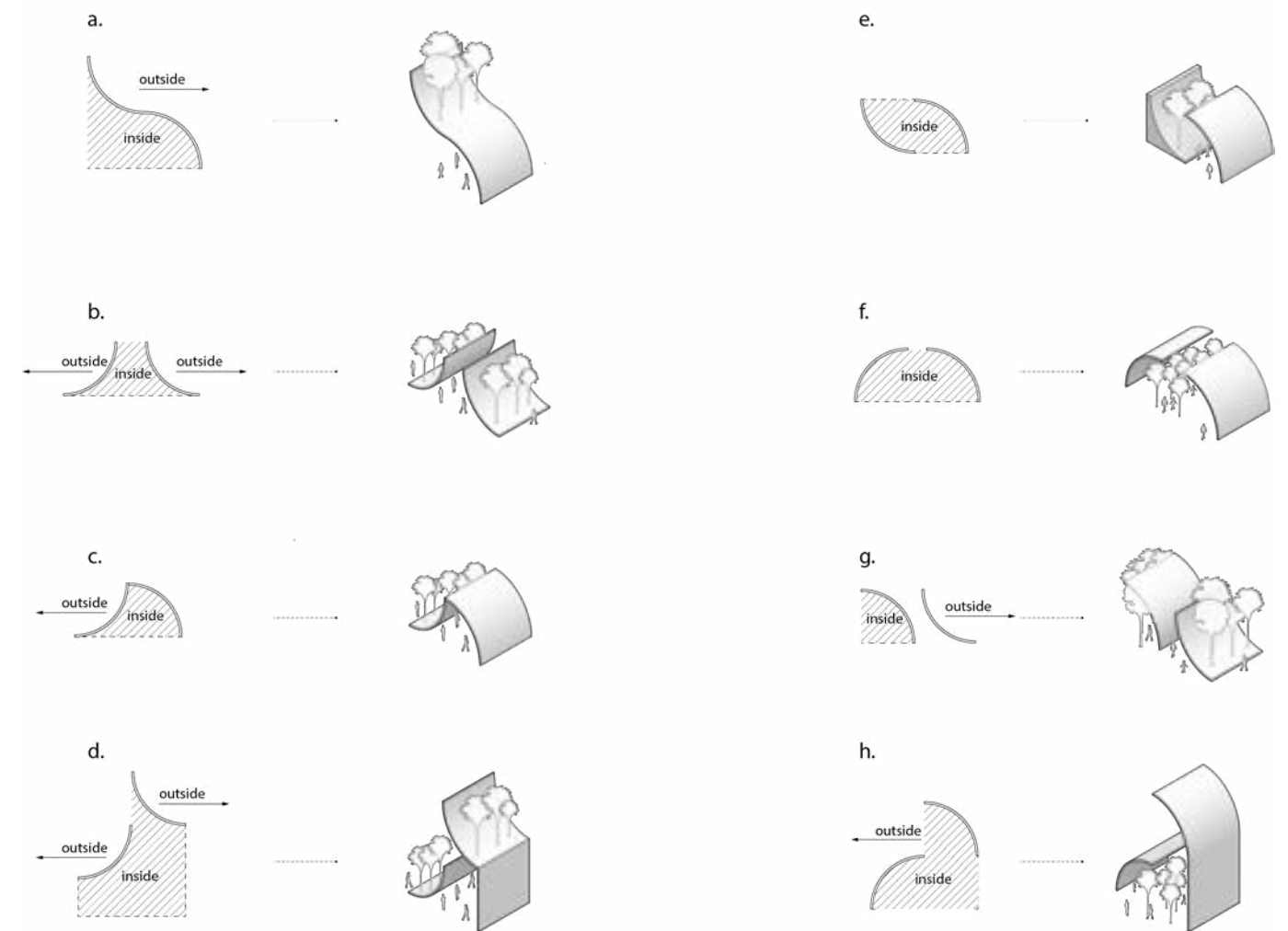
---



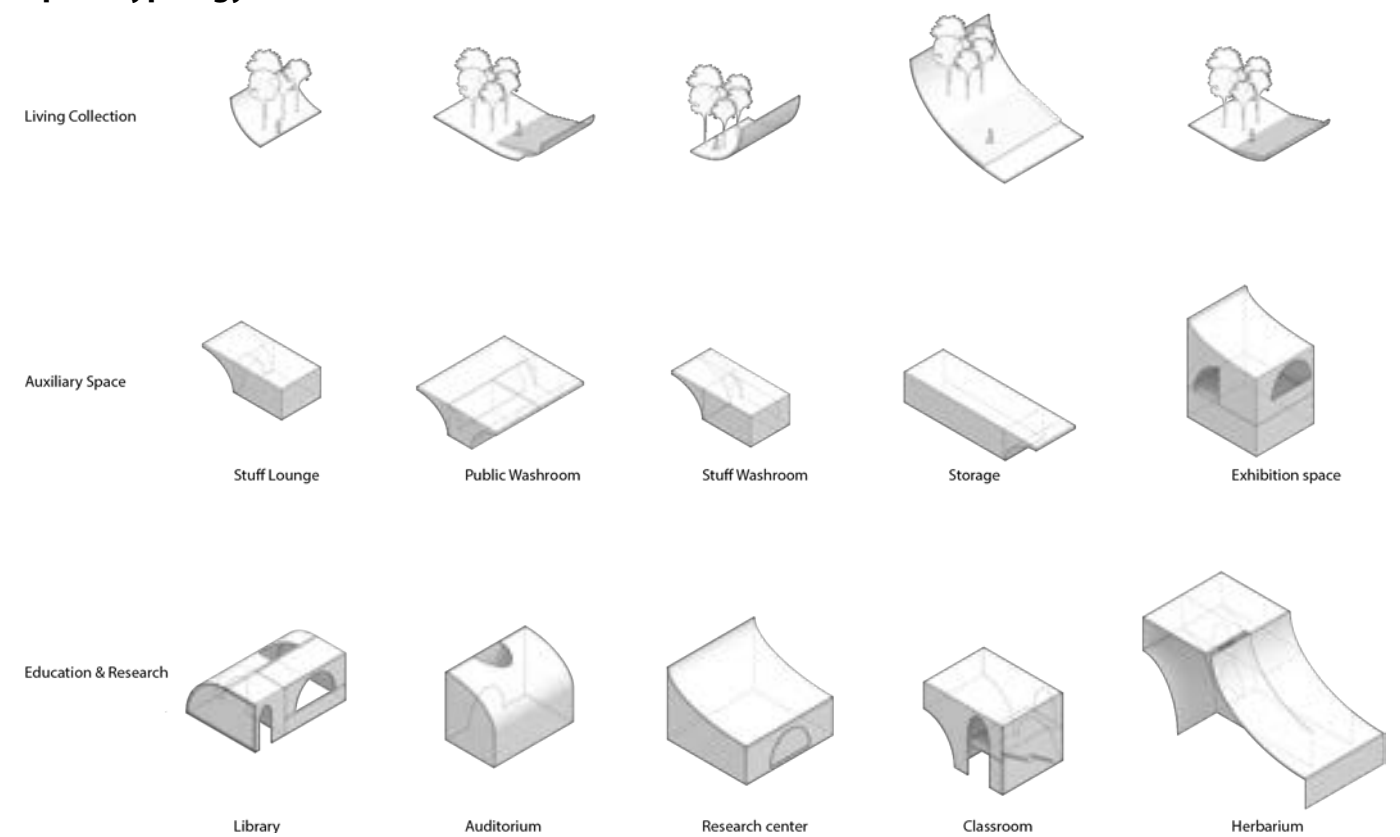




## Concept diagram

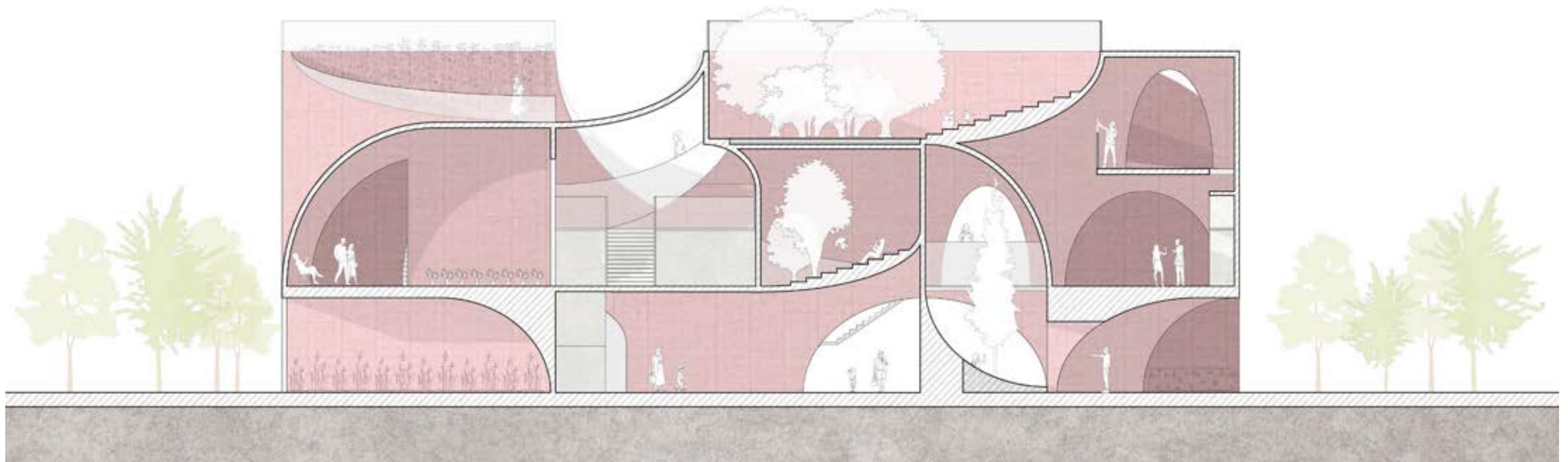


## Space Typology

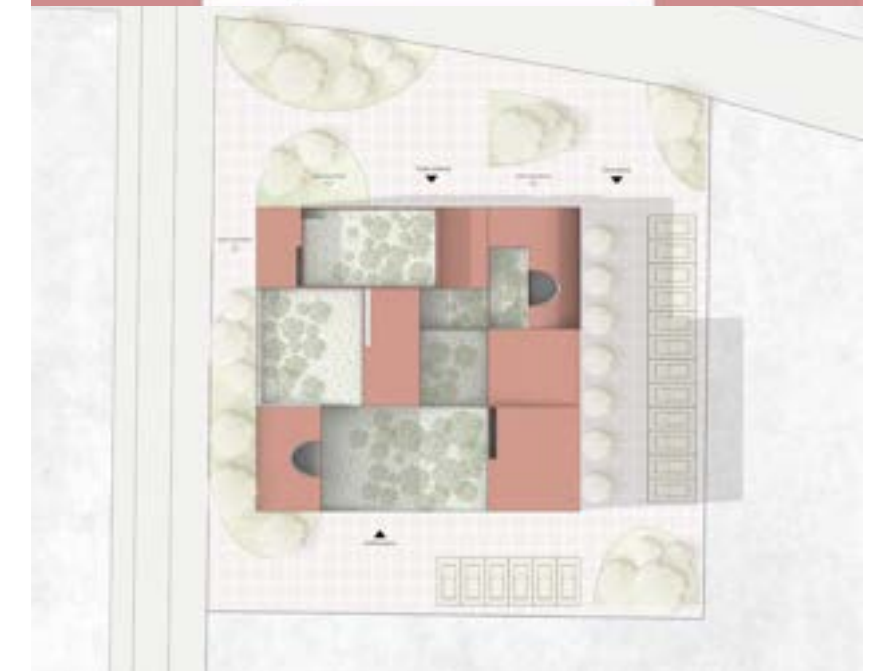
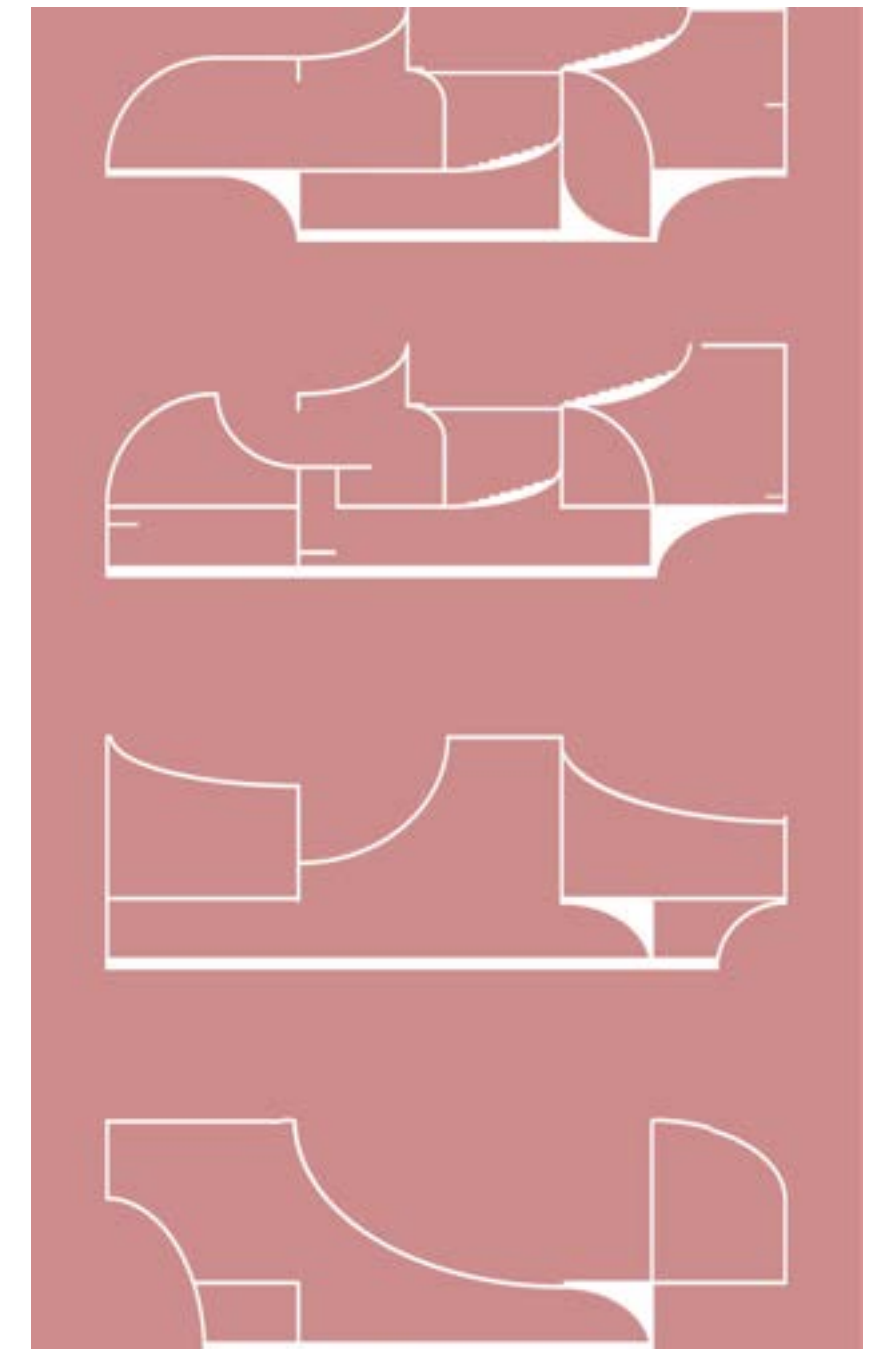
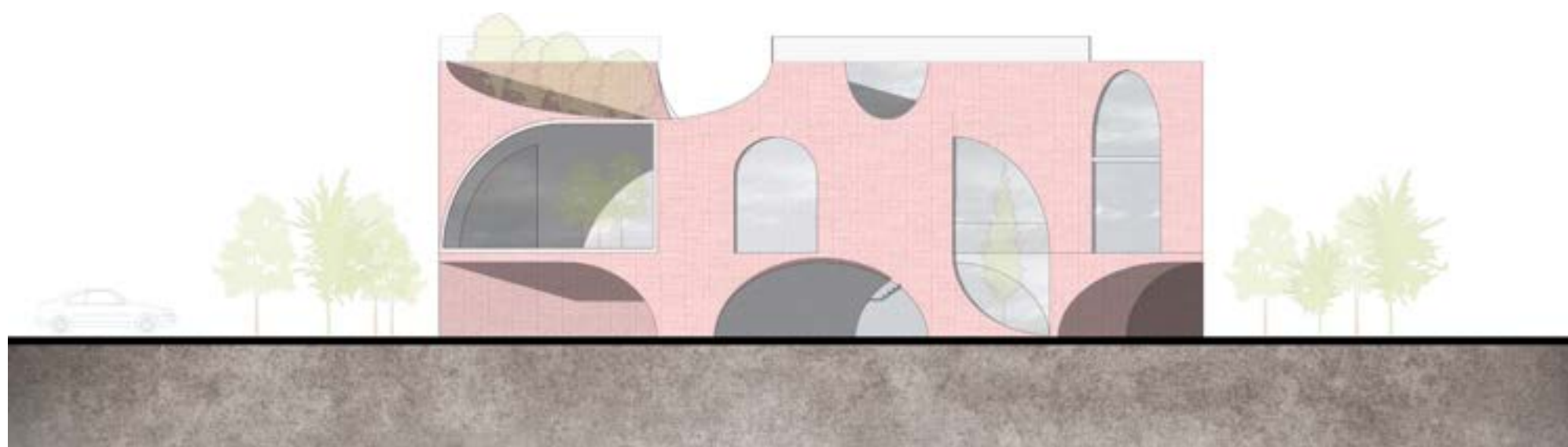
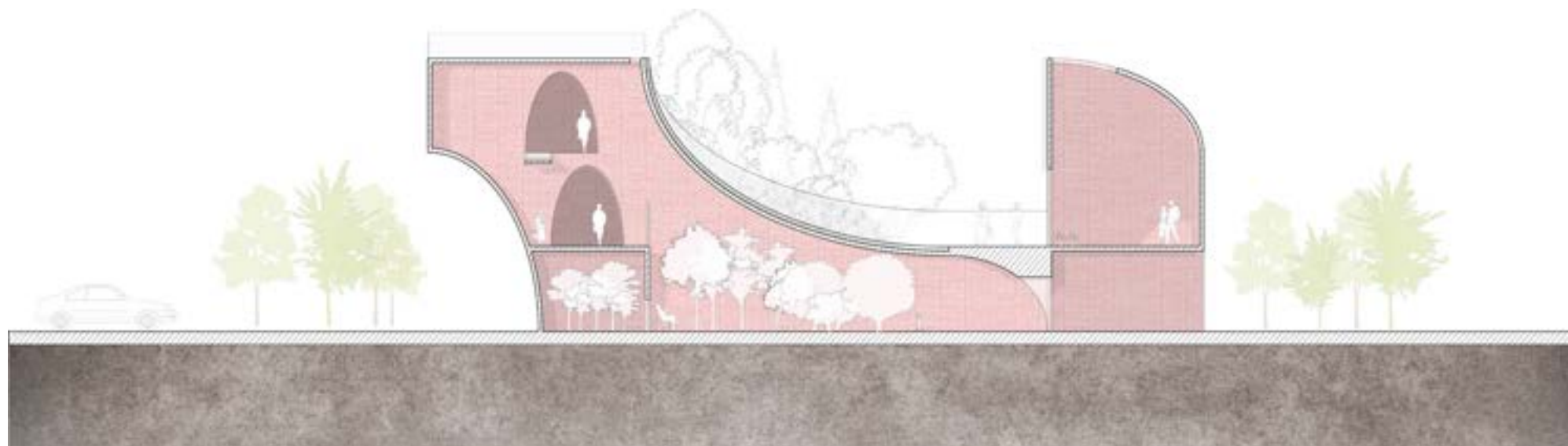
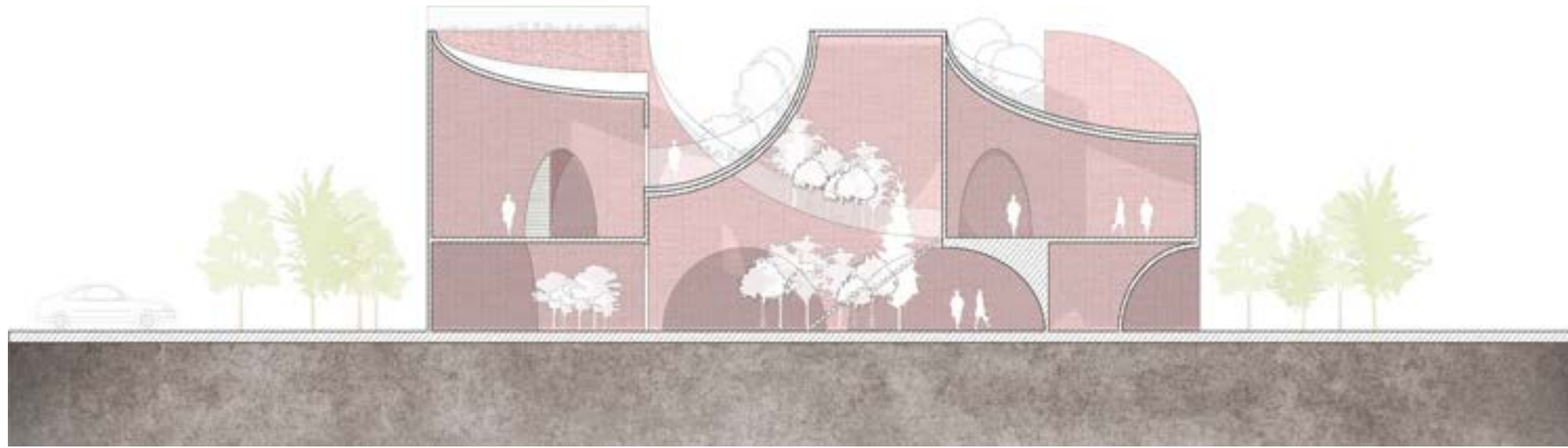




My precedent is Tama Art University Library, designed by Toyo Ito. In his project, he used different scales of arches to form different experienced spaces. So what I'm extracting from his design are different scales of arches. And in order to do further exploration, I divided them into two parts and focused on the relationship between inside and outside. I found that a normal arch can form an internal space, while an inverted arch can form an outward space. And the combination between them can form a lot of spaces with different functions. For example, I can plant trees on this inverted arch, and the space between these two inverted arch spaces can be a pathway to let people walk through.





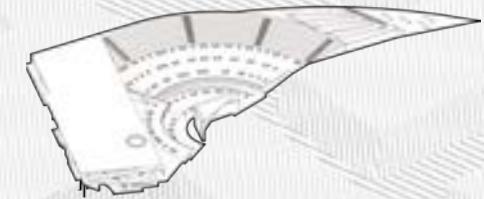
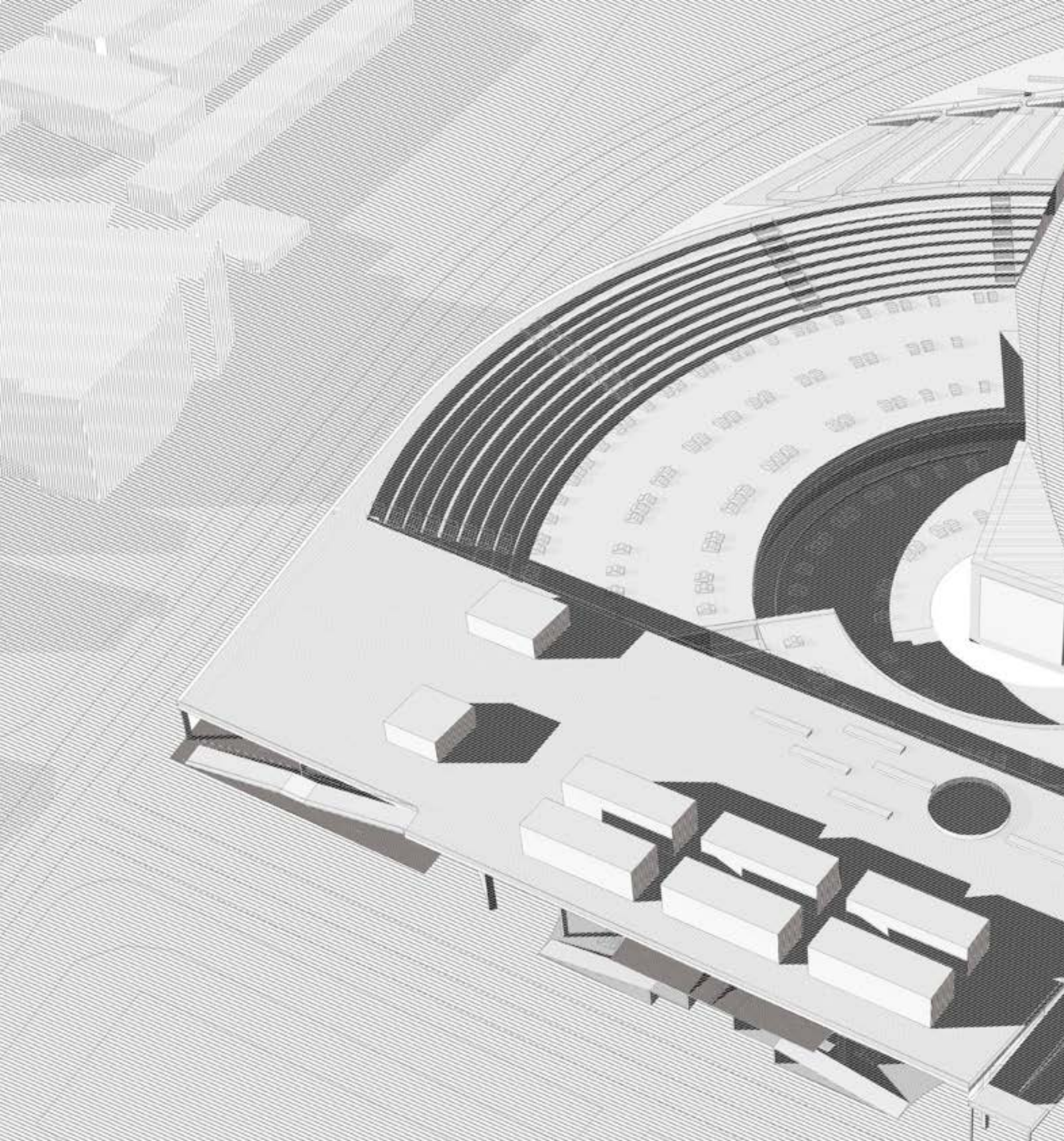






This project allows people to experience the multi-space experience brought by the arch. Plants of different sizes are planted under arches of different scales, and the combination of different arches has evolved different spatial functions. People can appreciate plants indoors, and experience the feeling of being in close contact with nature freely on the grass slope on the inverted arch.





**Project:** DRIVE-IN/DRIVE-THRU\_Spring 2021  
A “NO-PARKING” MULTI SCREEN DRIVE-IN THEATER AND FOOD DISTRIBUTION CENTER

**Duration:** 11 weeks

**Site:** Cornfield, south of the Los Angeles State Historic Park, California

**Instructor:** Benjamin Freyinger

**Individual work**

---

This project is about pur programs into different height and use the edges to connect them. So after divide the site, the first thing I did was to put the drive-in theater underground, which is usually on the ground. Then, I placed the food distribution center along the boundary of the theater, and, in order to increase the activity spaces, I made its facade into steps, so people can sit on these steps to rest or watch the screen. Then, I add office at the corner of the site, and made the roof of it to be steps, too. Finally, I lifted the park, which is usually on the ground, into the air to connect it to the big slope. Therefore, people can go from the ground through the ramp to the park, then walk to the big slope to rest, then walk to the roof of the office, and go down to the ground through multiple steps.

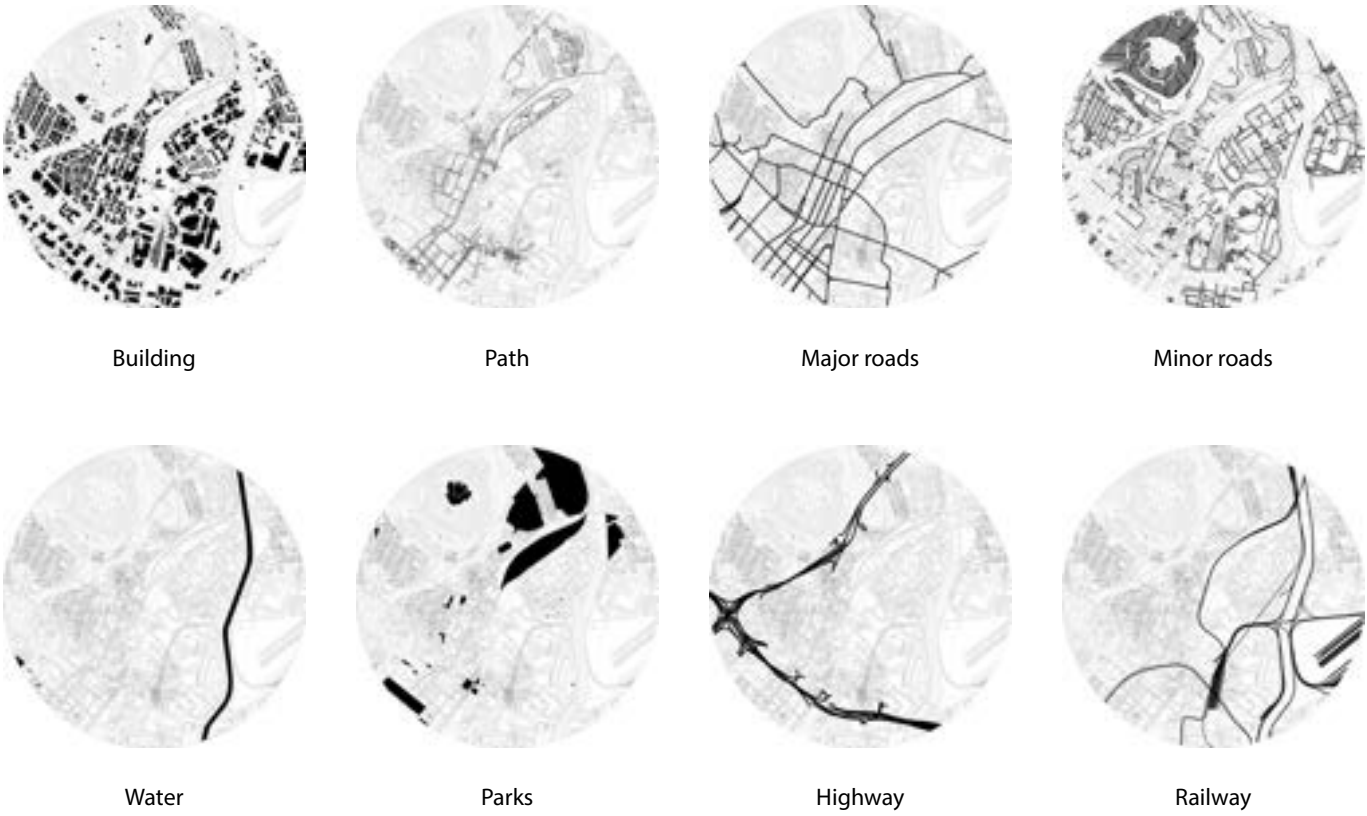
The circulation in my project is very clear, cars can go to the underground drive-in theater or go through the food distribution center, and people can go up to the park and walk through the edges to walk around the site.

---

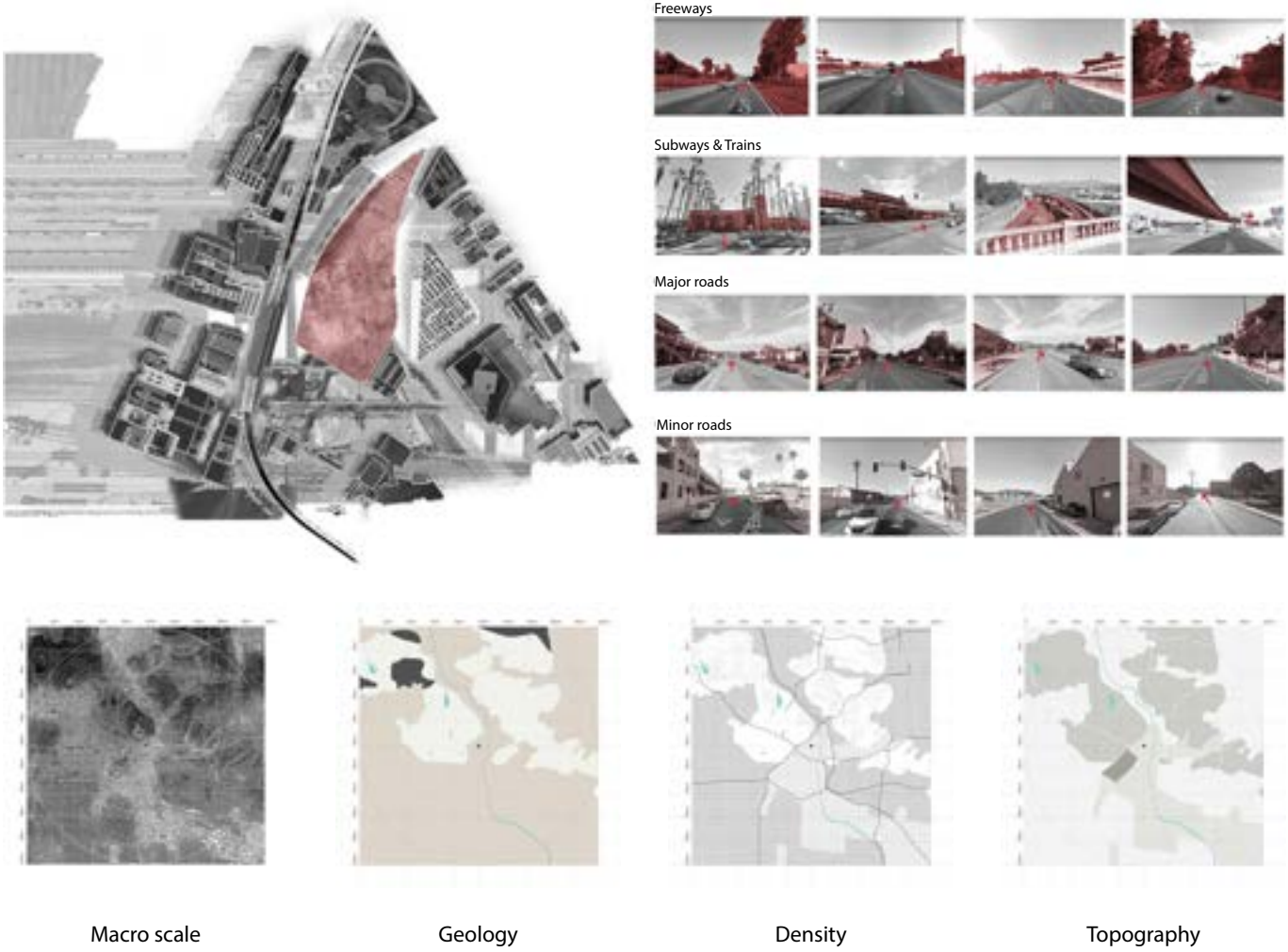
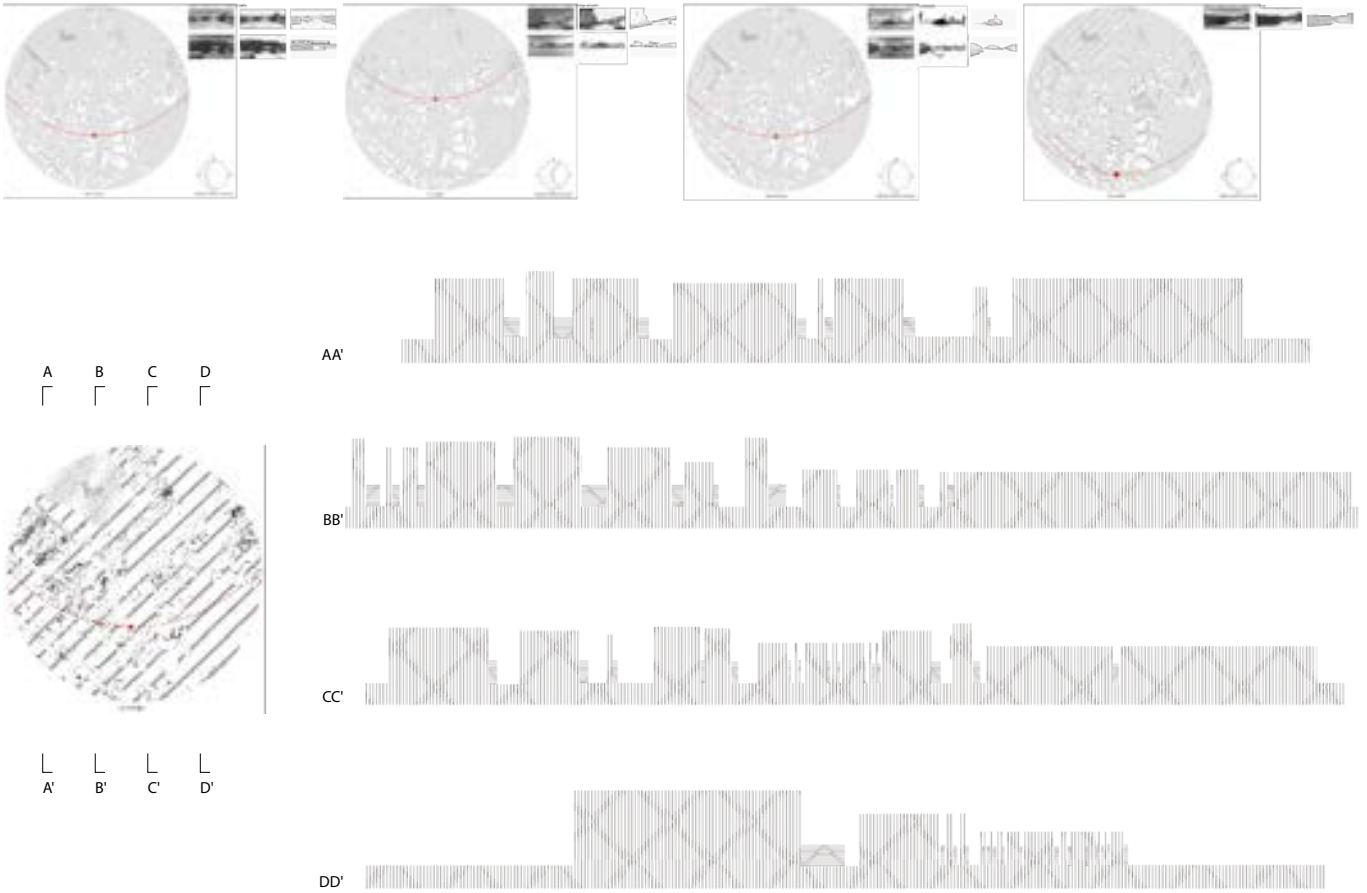


Site Analysis

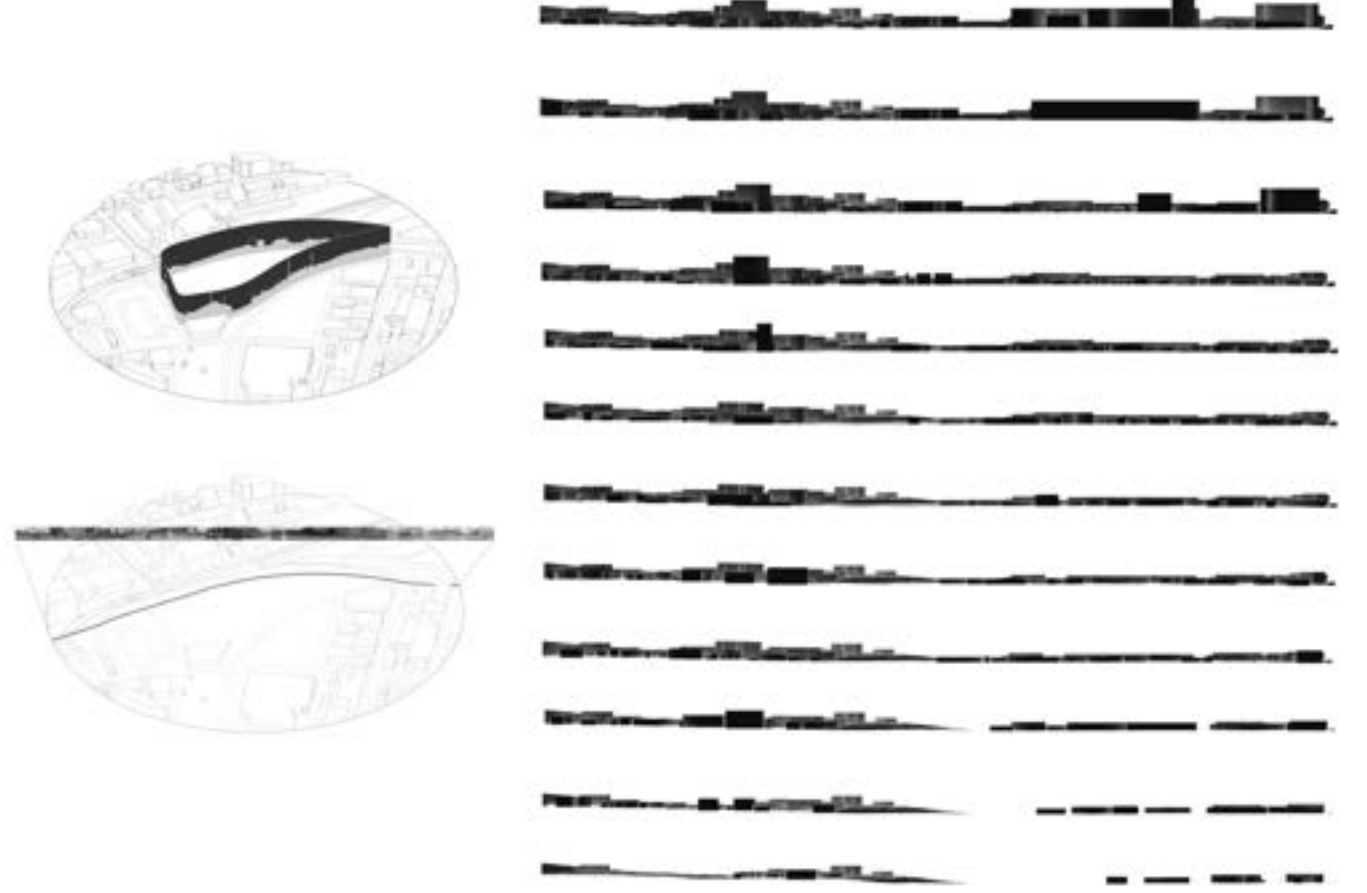
Moving from a highway scale to a surface road scale, I engaged with the wider neighborhood analyzing and interpreting figure-ground morphologies; 3D massing and site sections; seasonal solar path and sunset times and resulting shadow; vehicular networks (inlets, outlets, and drop-off points, sidewalks) and related spectrums of speeds of movement (walking, driving and so on.)



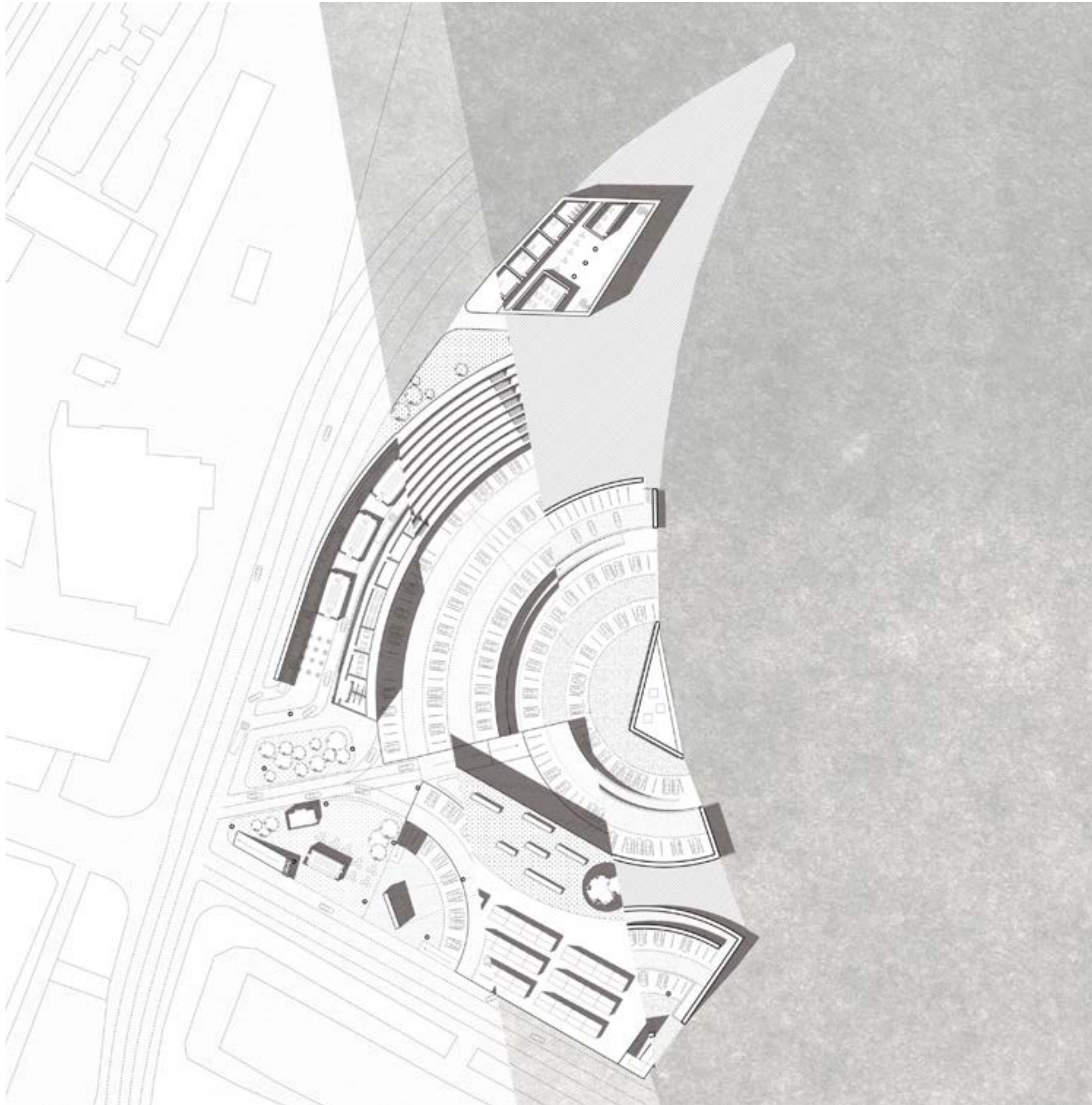
Seasonal solar path analysis



Site section







Divide the site



Underground drive-in theater



Food distribution center & Outside stairs



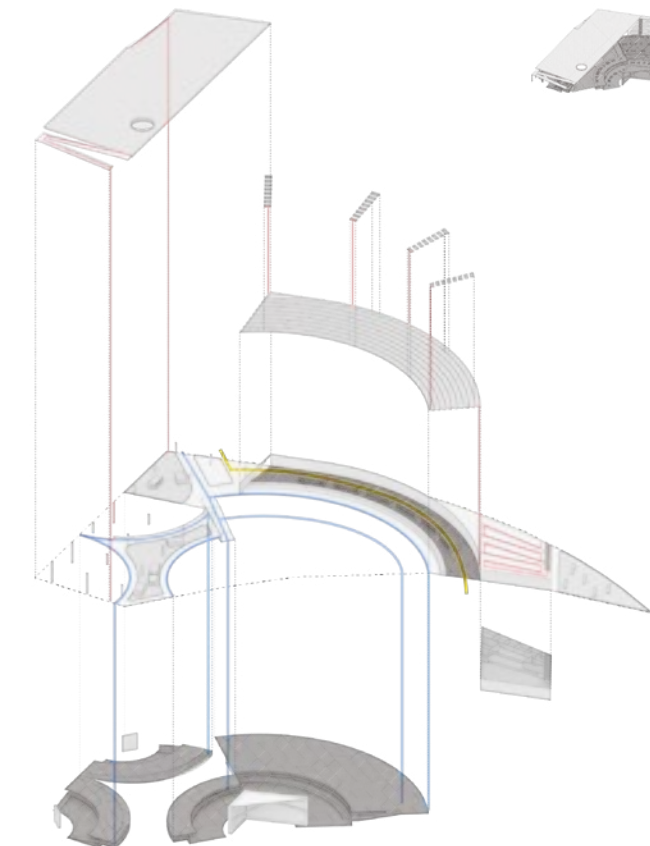
Office



Park for people

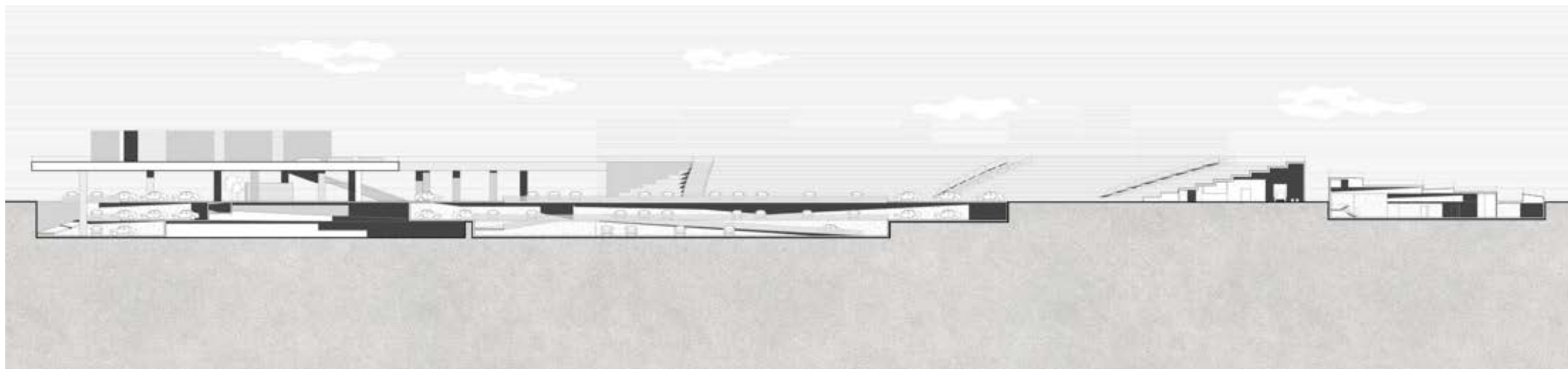
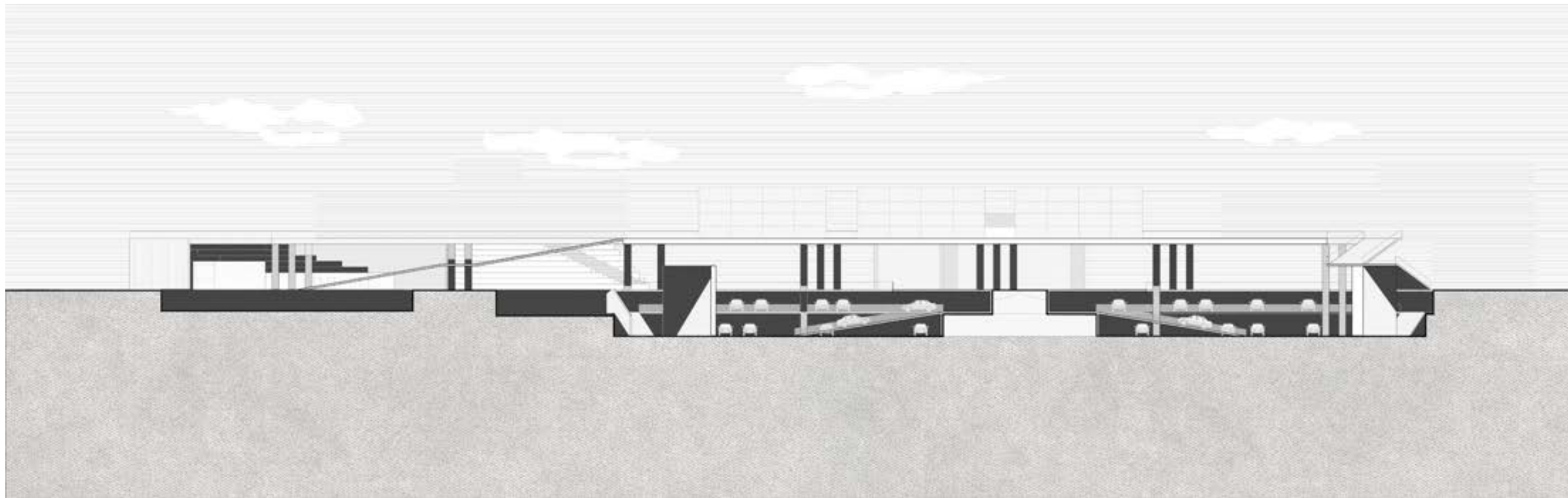


Activated edges



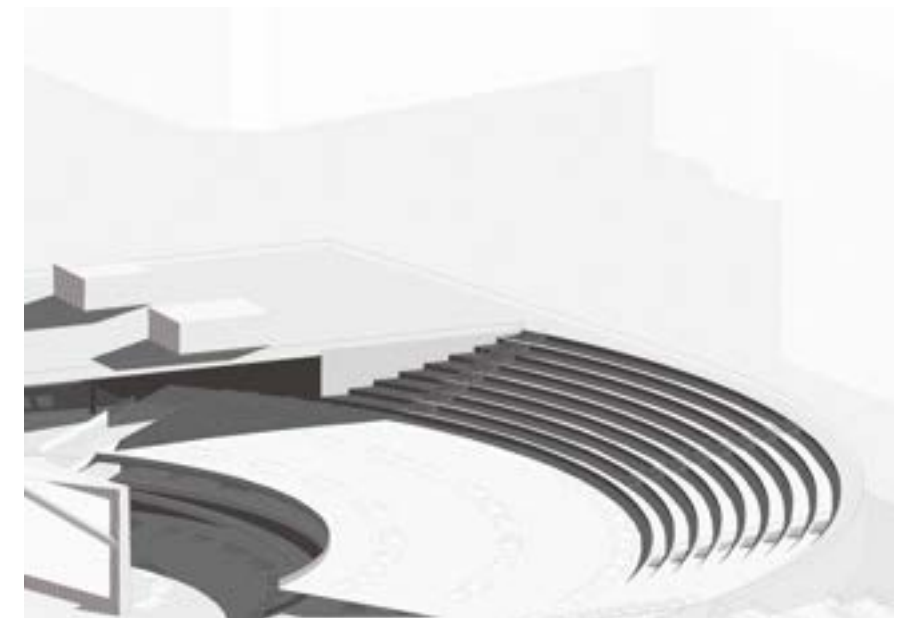
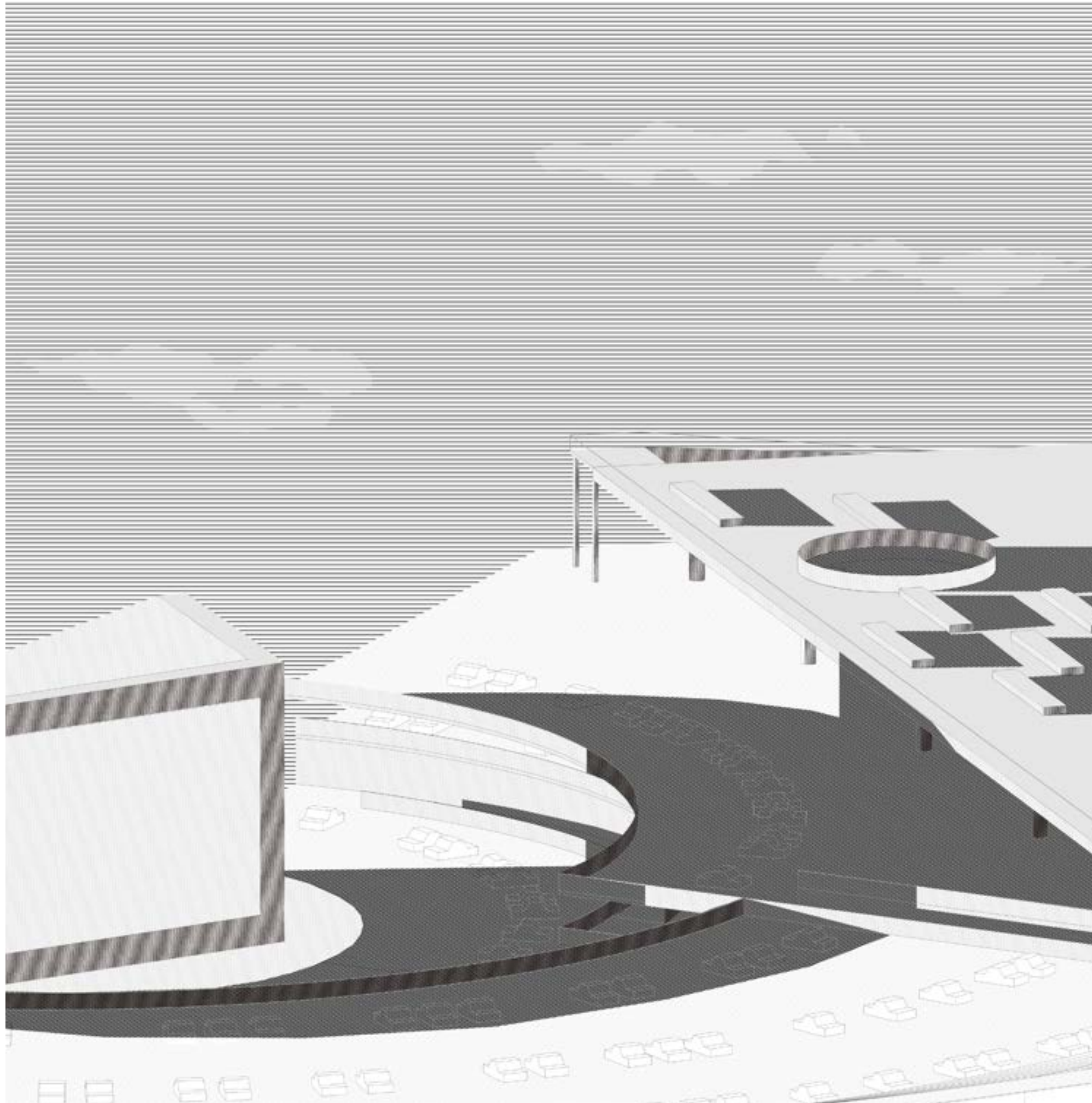
Trucks  
Cars  
Pedestrian





The short section is cut through the small drive-in theater. The entrance of food distribution center is on the left side of the section, and people can go up to the park by ramps. The long section is cut through the big drive-in theater and office, the ramps here shows how to go down to the underground level. The space here is very open, people can clearly see the screen when they sit on the stairs.





### **Underground drive-in theater**

This drawing shows the underground drive-in theater, from here people can clearly see the screen while sitting in the car.

### **Outside stairs**

This drawing shows the outside stairs which located both on the roof of food distribution center and the office.

### **Park & Theater & Slope**

This drawing shows the relationships between park, theater and the slope. People can walk through the park and sit on the slope to watch the screen.





**Project:** Introductory Design Studio\_Fall 2020  
Beach Facility Design

**Duration:** 11 weeks

**Site:** Santa Monica, Los Angeles, California

**Instructor:** Regina Teng

**Individual work**

---

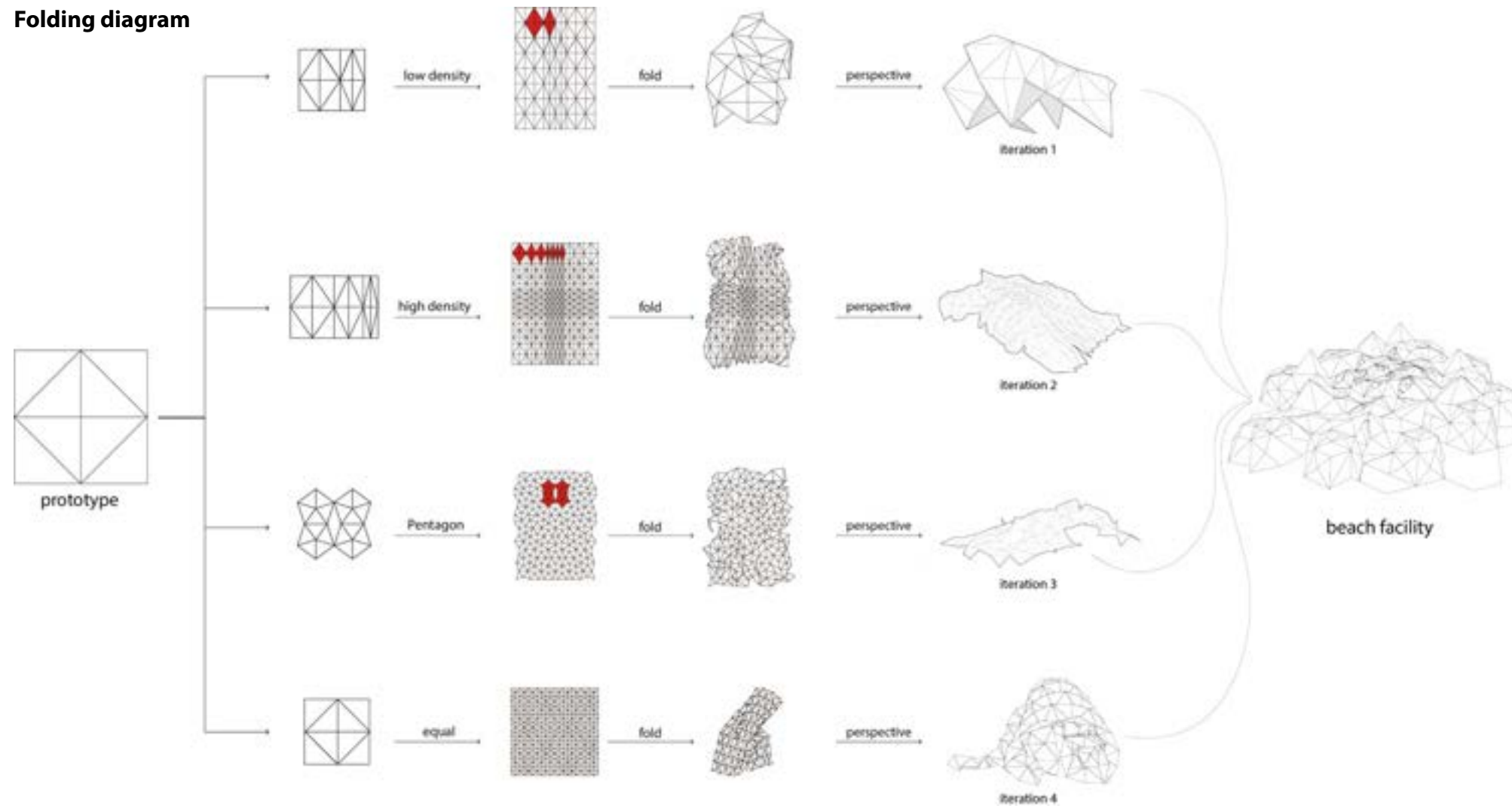
This project explored the possibility of using triangles to fold a series of different scale spaces. The concept of the project originated from the use of a flat a4 size paper to first fold out the polygon, then divide the triangles in the polygon, and finally use the triangles to fold out the three-dimensional space. When applying this concept to architectural space, I chose hexagons, and by combining the hexagons and rotating the sides of the hexagons, I created different functional spaces.

I want to create an open atmosphere where people can enter this building from anywhere, even across the building. In this building, toilets and shower areas are no longer divided according to gender, you only need to walk into any empty space and to make the most of it.

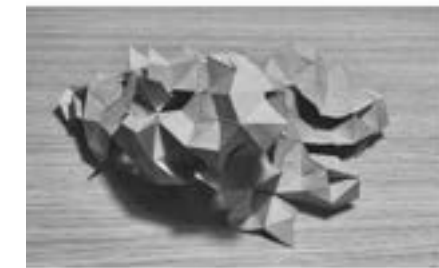
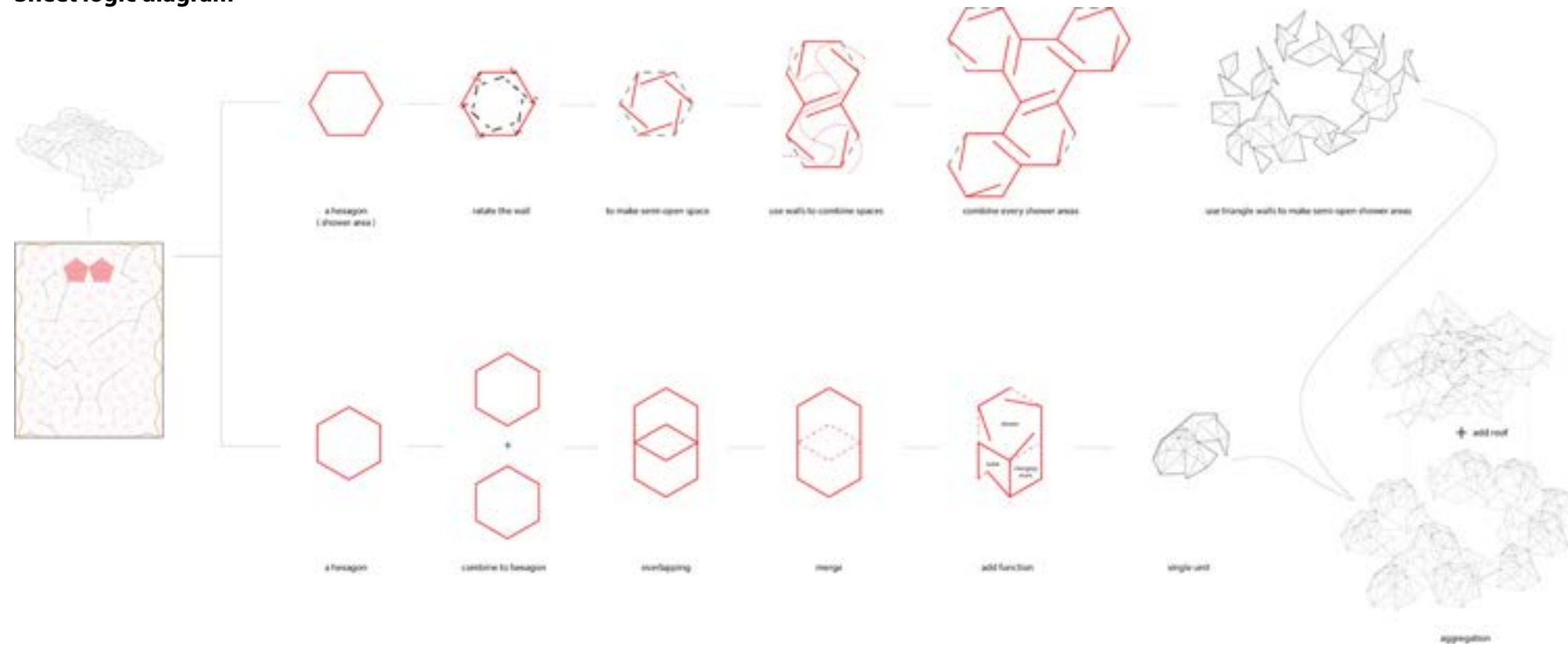
---



## Folding diagram

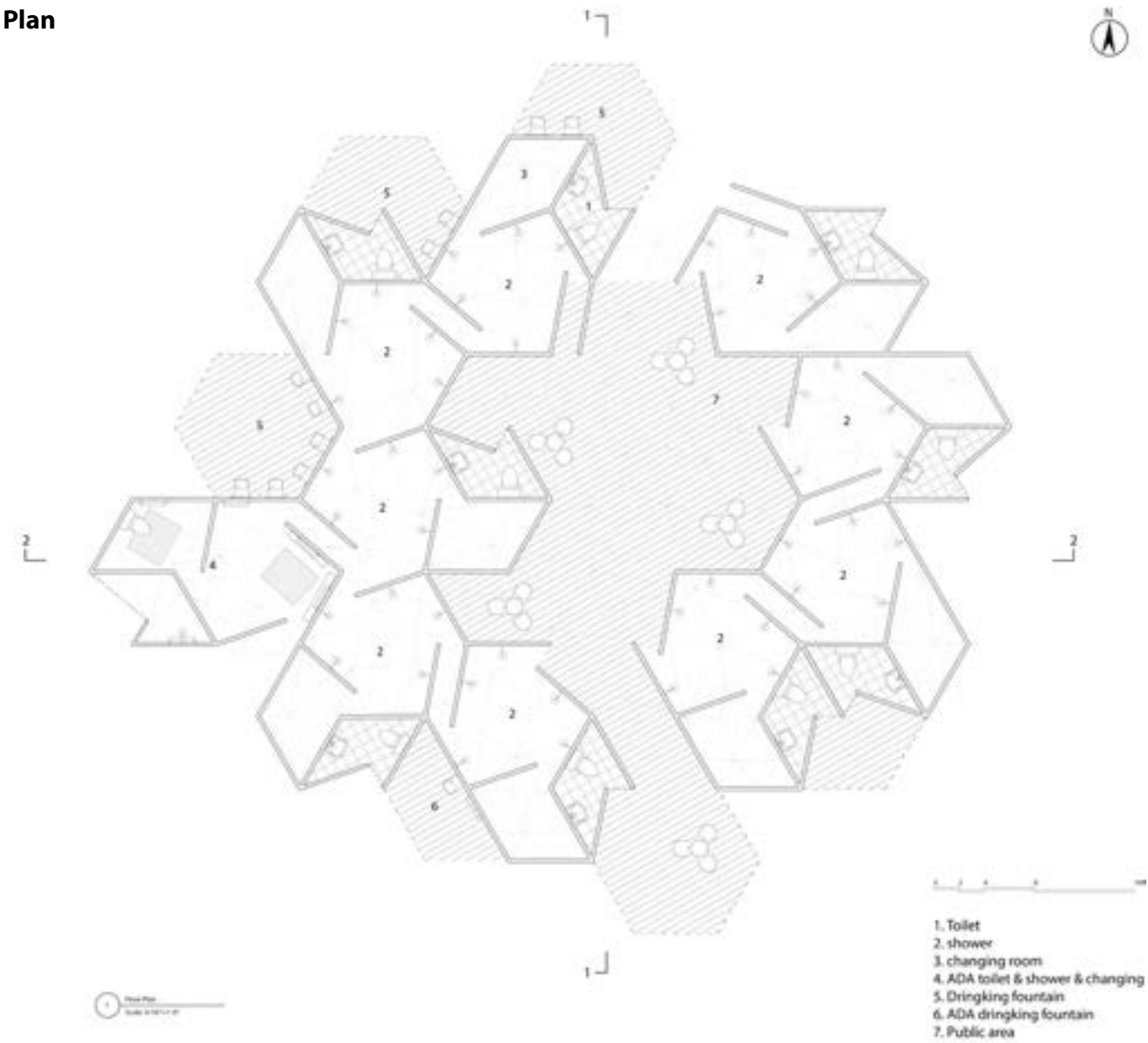


## Sheet logic diagram





Plan



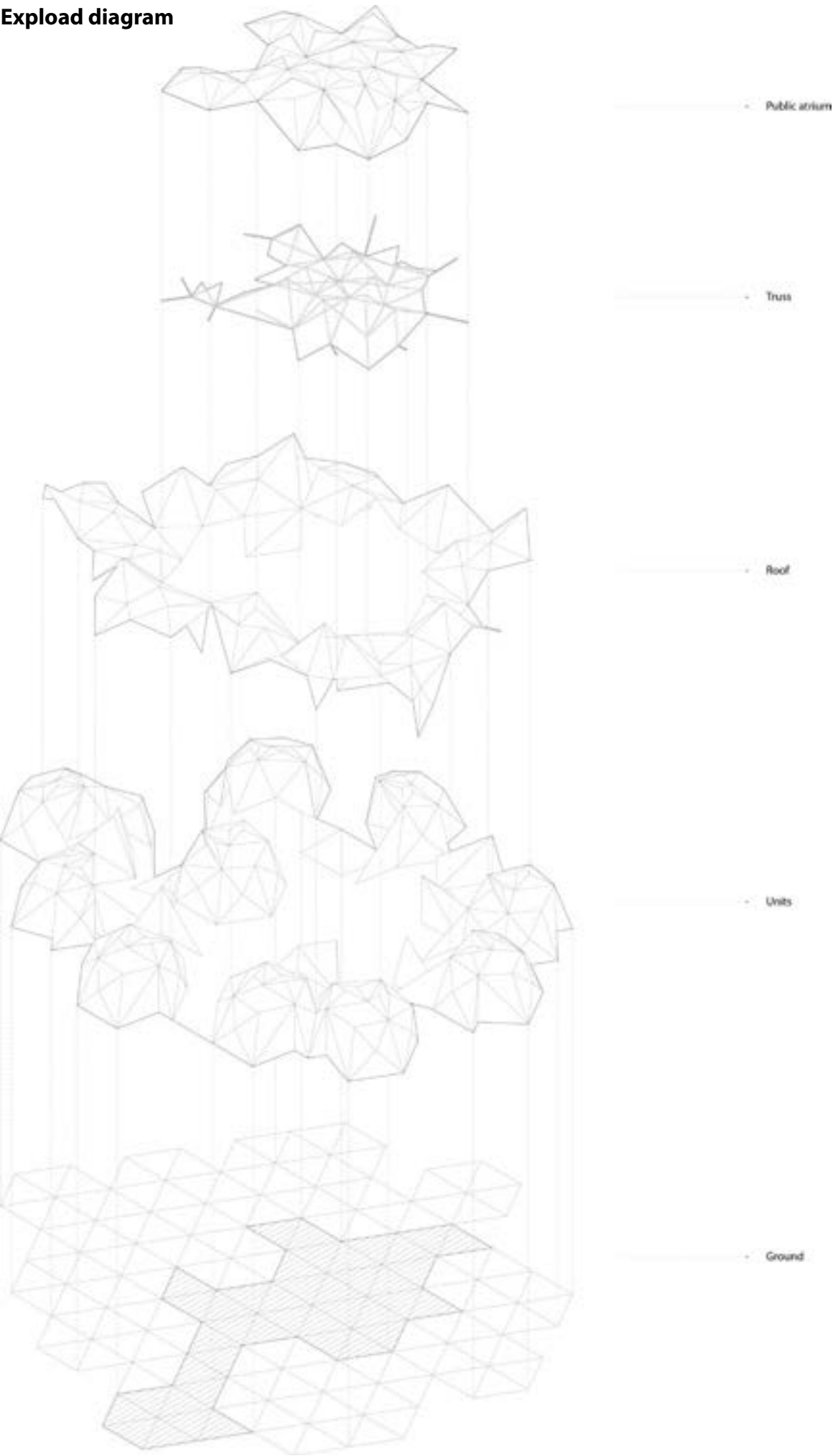
Unit plan



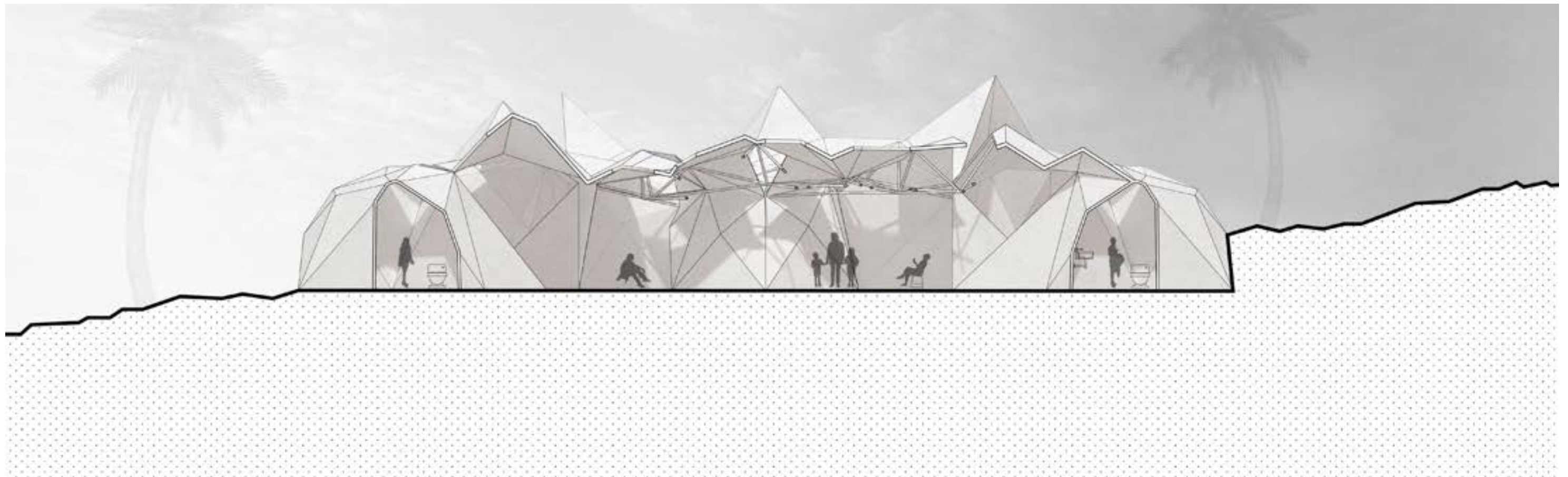
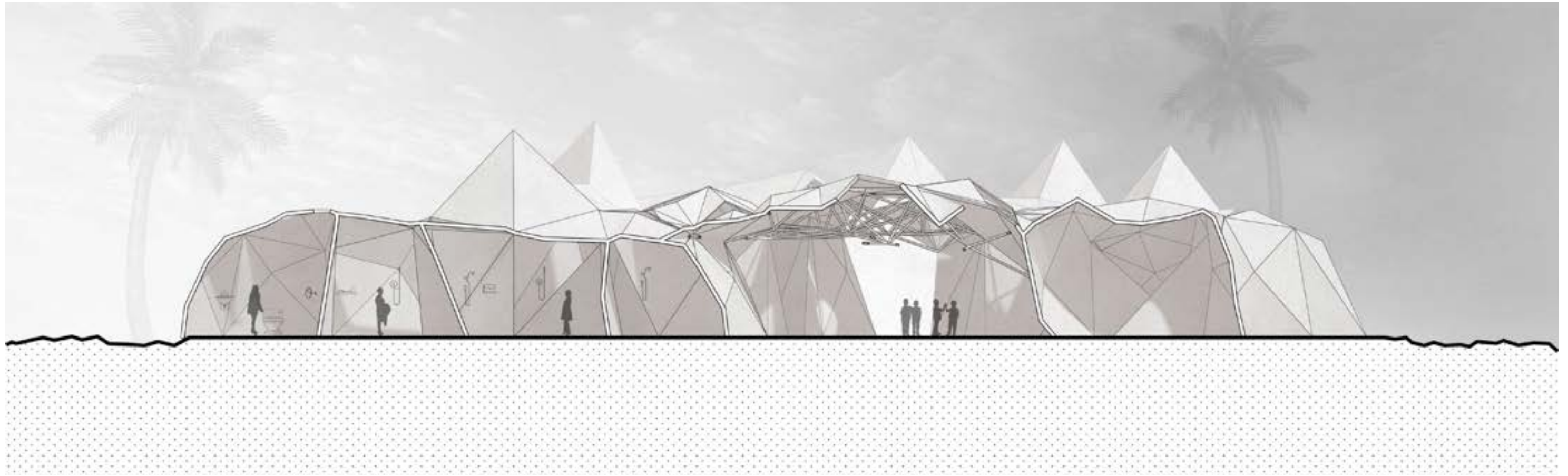
Circulation



Explode diagram

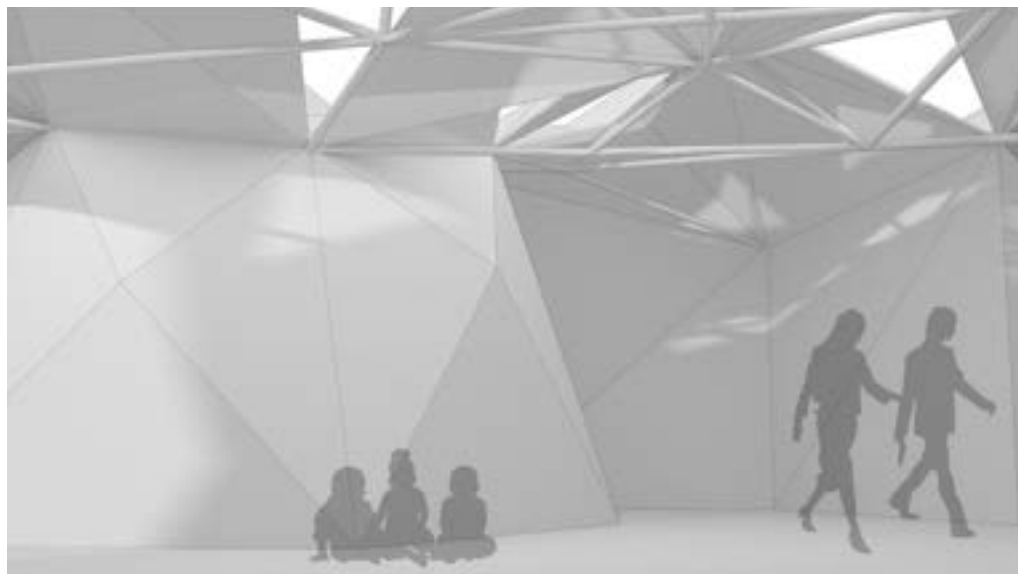
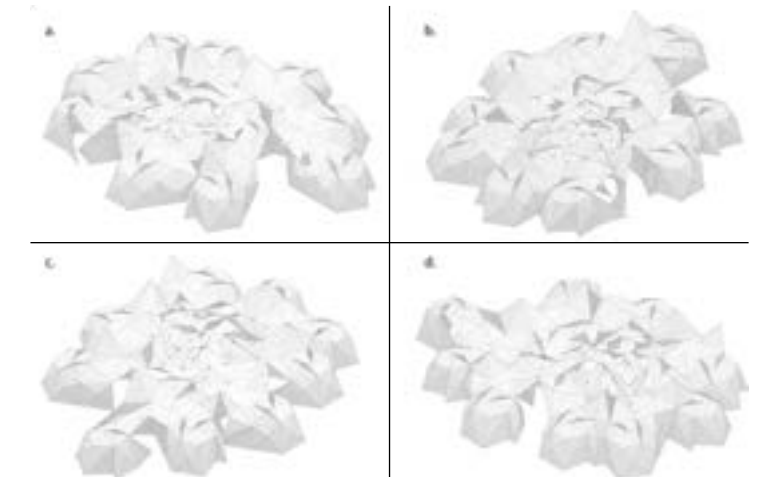
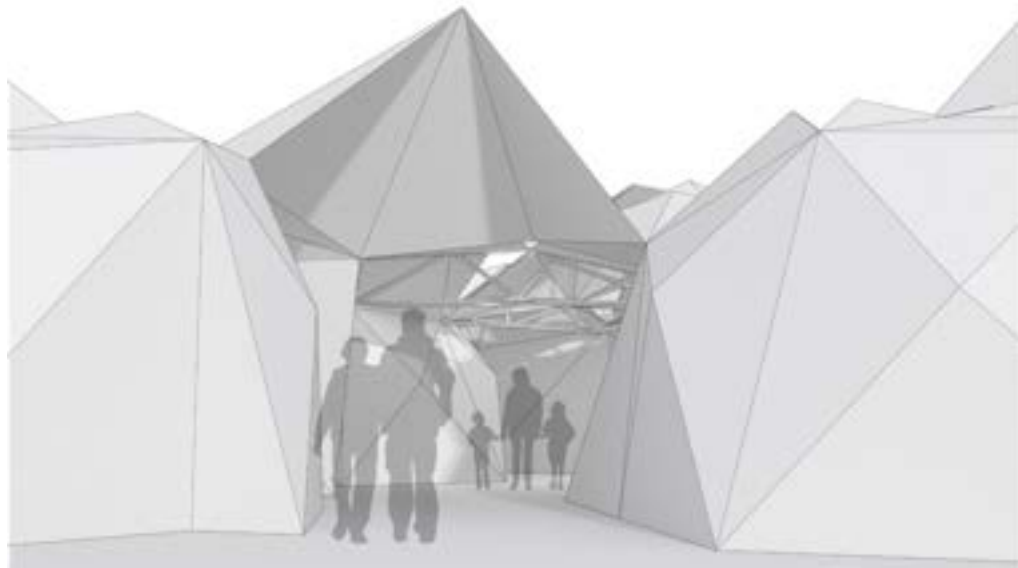






I use the technique of folding to create my space prototype - single unit, which contains toilet, changing room and shower area. In the division of space, through the combination of two hexagons, the shower area and the toilet are separated to prevent people from gathering. And all the shower areas are combined into a semi-open area by rotating the sides of the hexagon.





The form of the apertures was discovered by accident during the material exploration. When I split the paper, I created a small gaps, which I made my apertures in its form and let the light in. I also add truss structure which I think its form fits my logic well.

I use the form of "blanket" which I made during folding process to create the roof to make the whole building more integrated.



# Chapter 02 - Practice Project

---

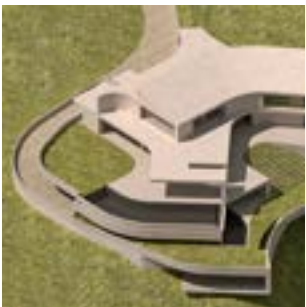
## 2.1 Carmelina

*XTEN Architecture, Los Angeles*



## 2.2 MacCulloch

*XTEN Architecture, Los Angeles*



## 2.3 MusCat Canopy

*XTEN Architecture, Los Angeles*



## 2.4 Shenzhen Mangrove City Museum

*Zoodesigner Architecture Firm, Tianjin*



## 2.5 Langqiao Mall

*Penda China, Beijing*







---

**Project:** 506 Carmelina Avenue

Residential Project

**Time:** 2022-Current

**Lot Size:** 31577.5 sf

**Zone:** RE-20-1

**Teams:** Scott Utterstorm, Monica Haefelfinger, Daniel Feig, Yuting Wang

**Participation**

1. Join the team in the design development phase
  2. Model the project by rhino
  3. draw plans and sections by AutoCAD
  4. Rendering
  5. Select the materials by doing test renderings
-









---

**Project:** 688 MacCulloch

Residential Project

**Time:** 2022-Current

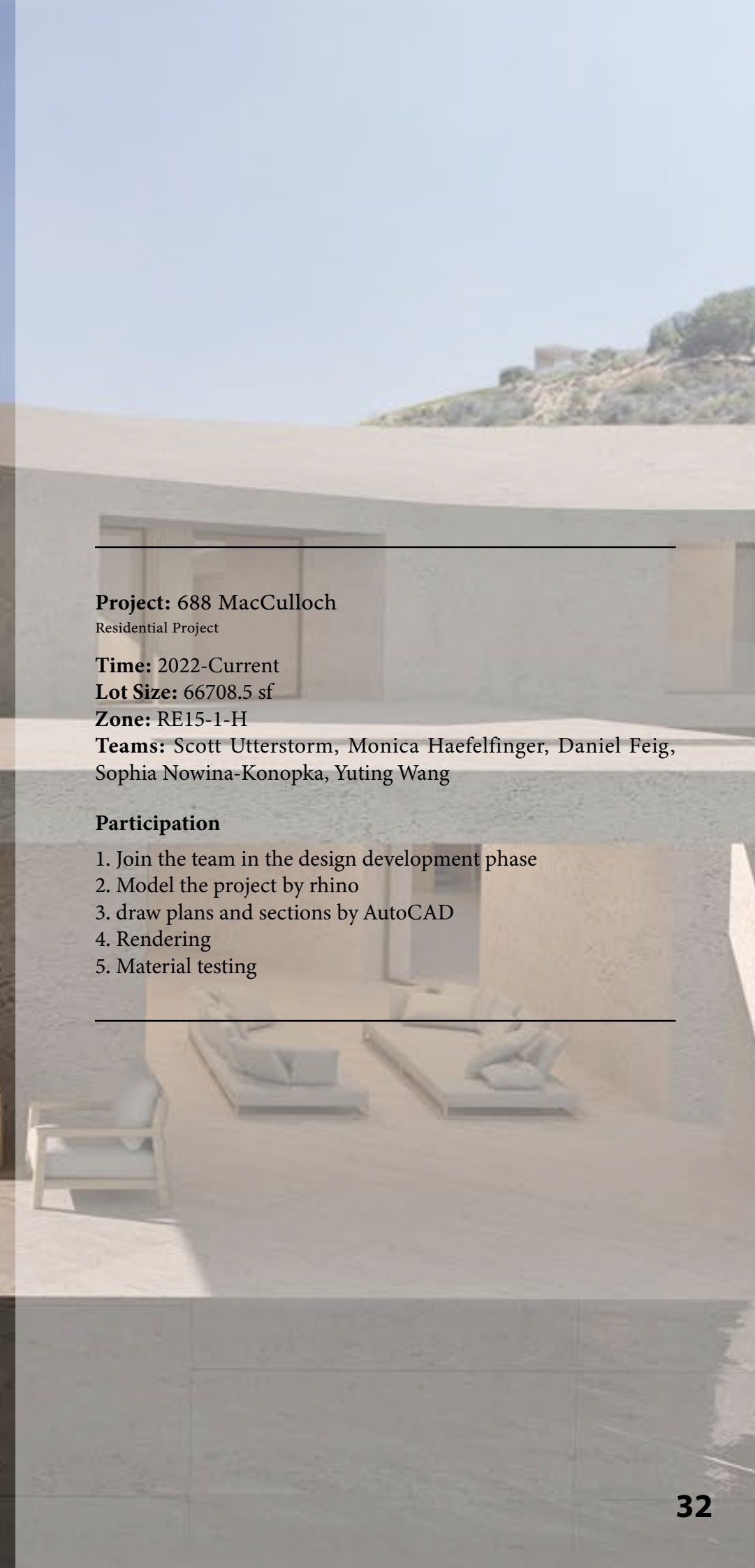
**Lot Size:** 66708.5 sf

**Zone:** RE15-1-H

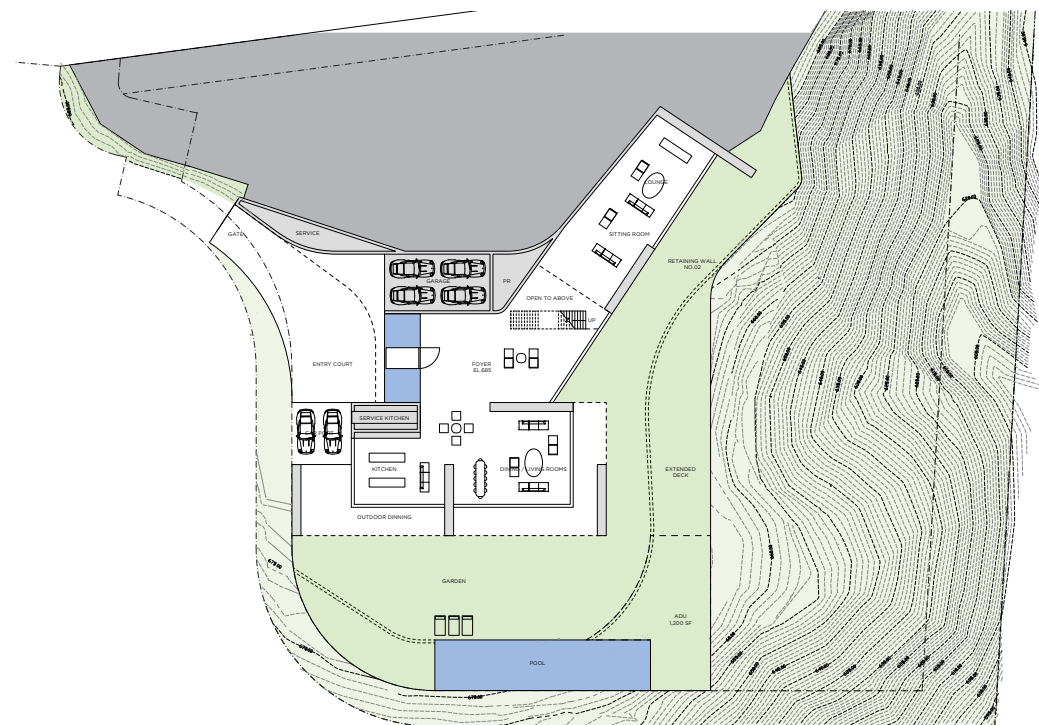
**Teams:** Scott Utterstorm, Monica Haefelfinger, Daniel Feig, Sophia Nowina-Konopka, Yuting Wang

**Participation**

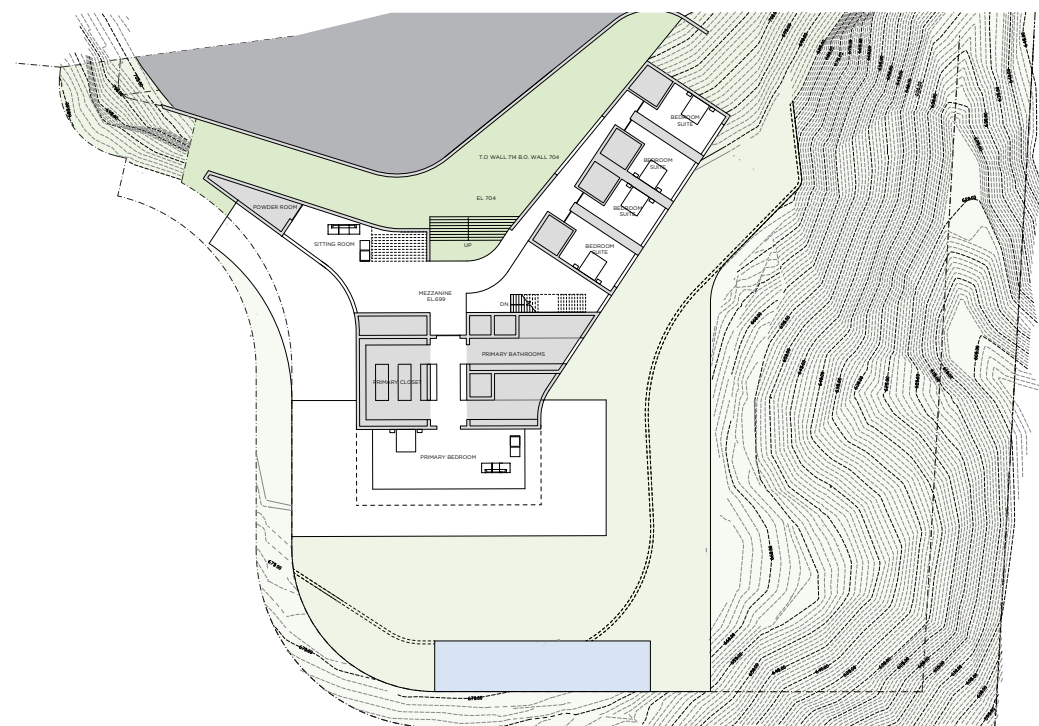
1. Join the team in the design development phase
  2. Model the project by rhino
  3. draw plans and sections by AutoCAD
  4. Rendering
  5. Material testing
- 







**Level 01 Floor Plan**



**Level 02 Floor Plan**







---

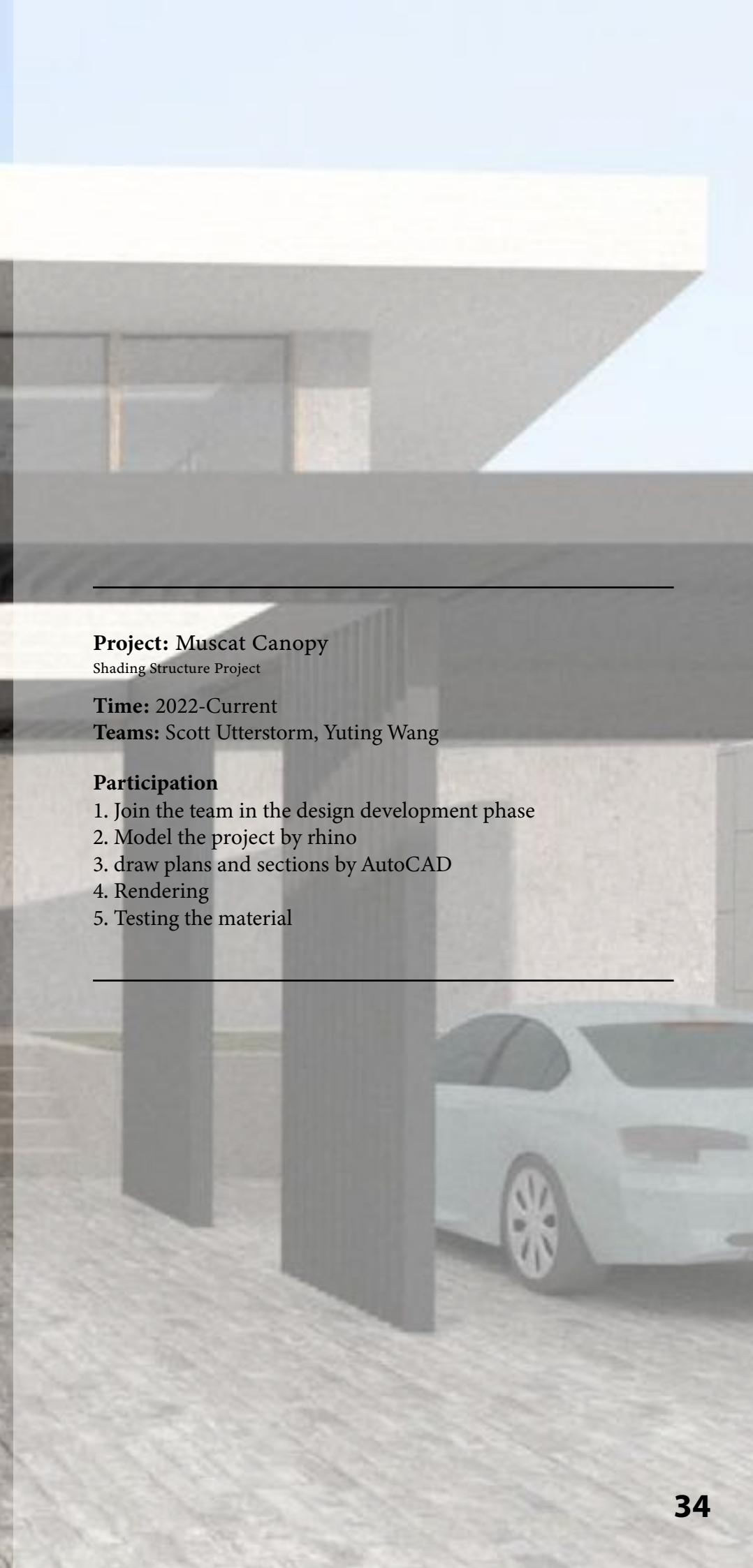
**Project:** Muscat Canopy  
Shading Structure Project

**Time:** 2022-Current

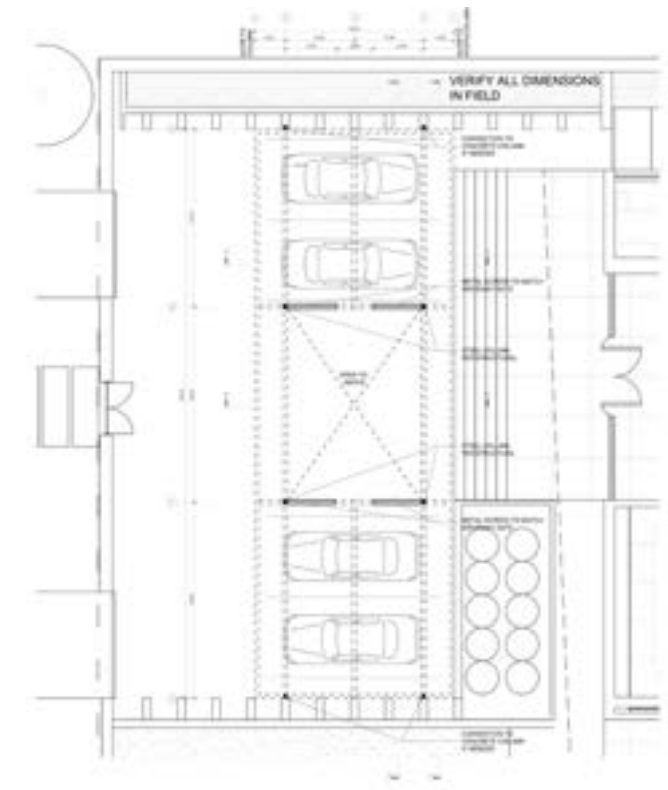
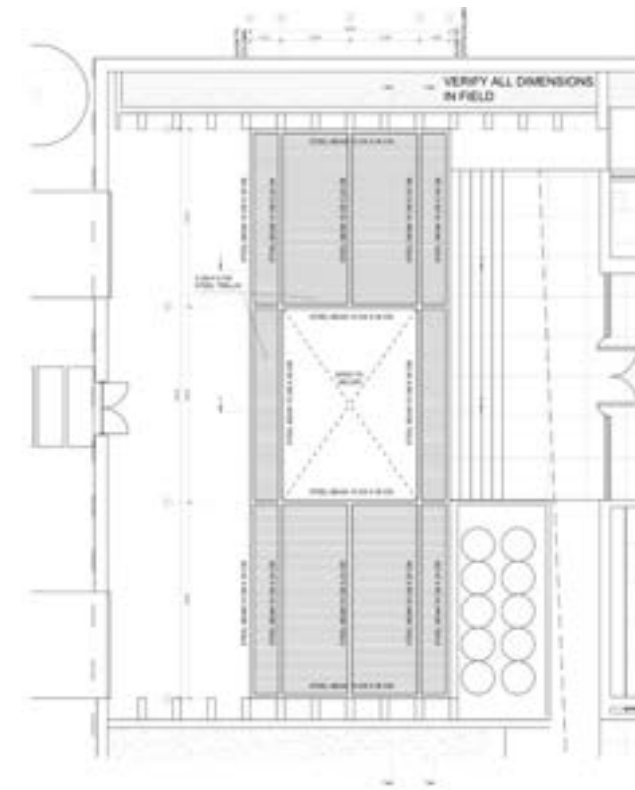
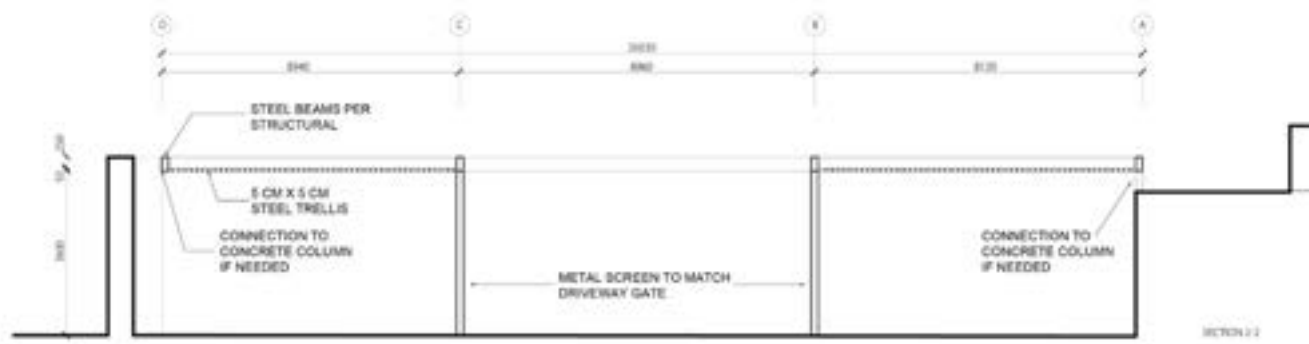
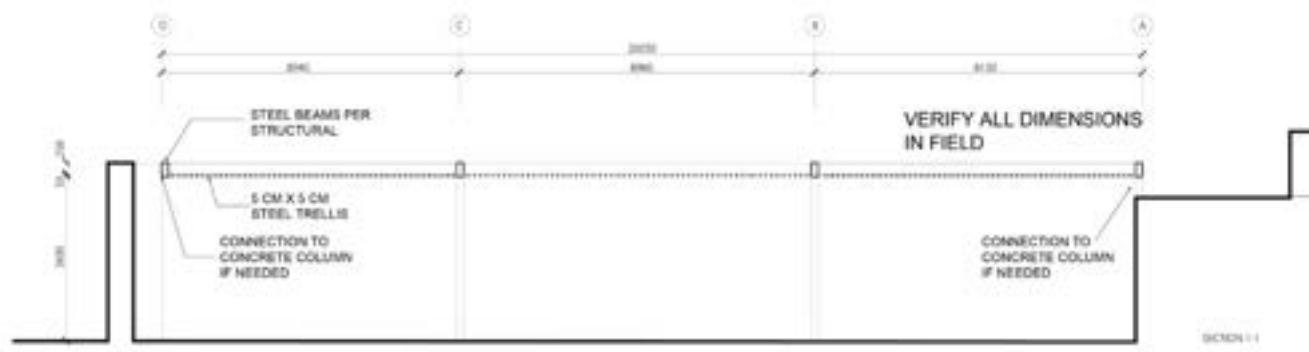
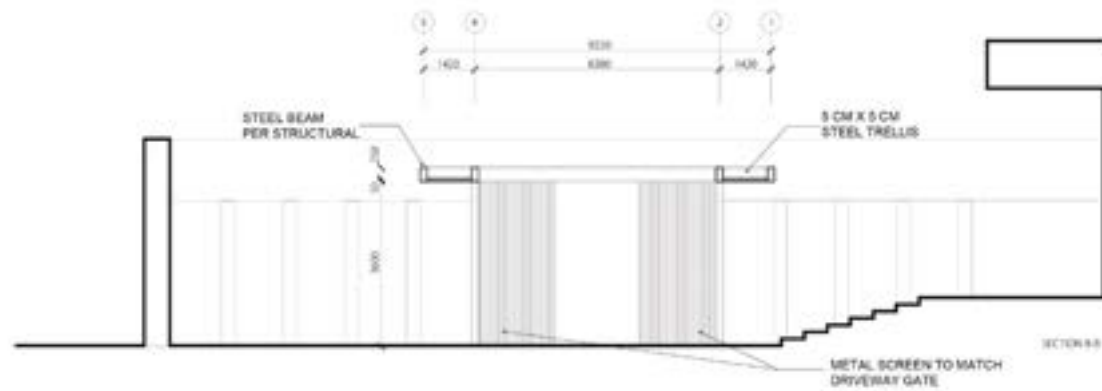
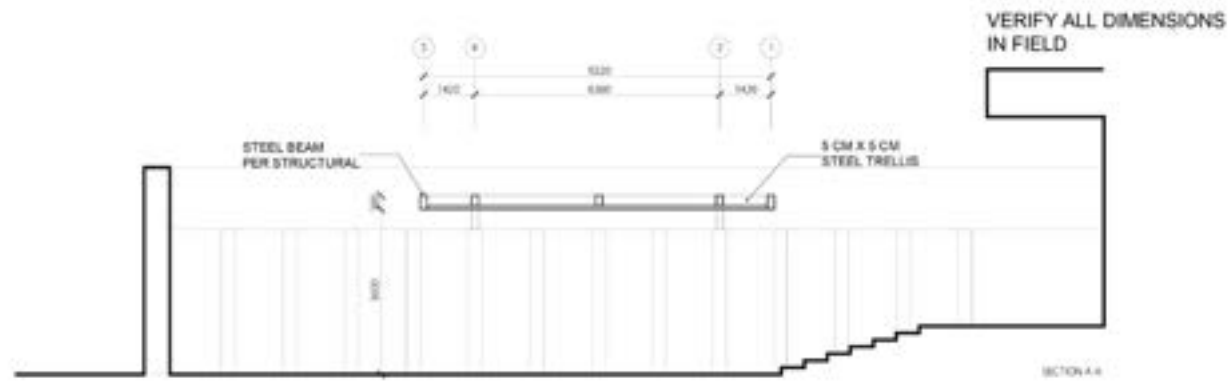
**Teams:** Scott Utterstorm, Yuting Wang

**Participation**

1. Join the team in the design development phase
  2. Model the project by rhino
  3. draw plans and sections by AutoCAD
  4. Rendering
  5. Testing the material
- 

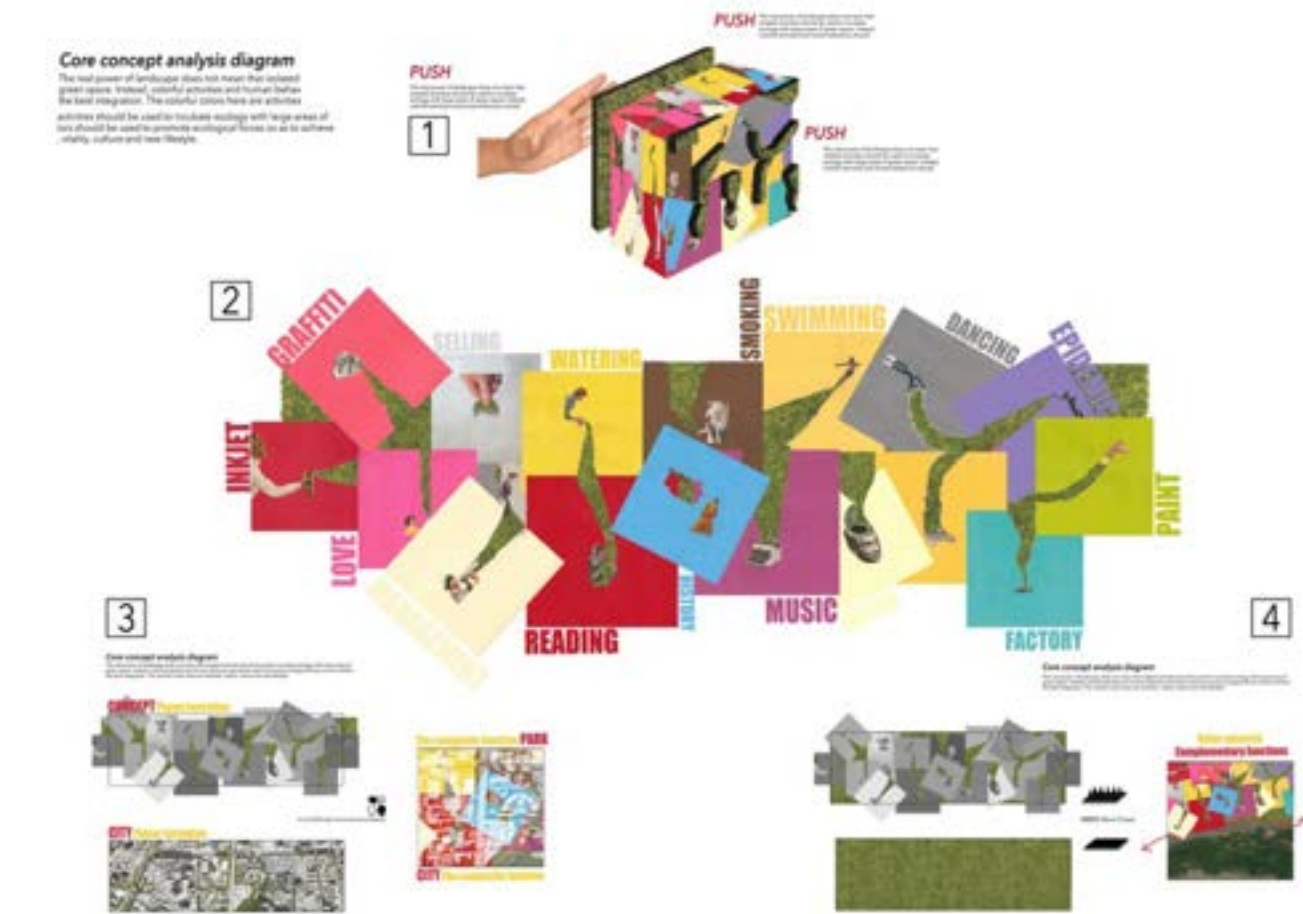






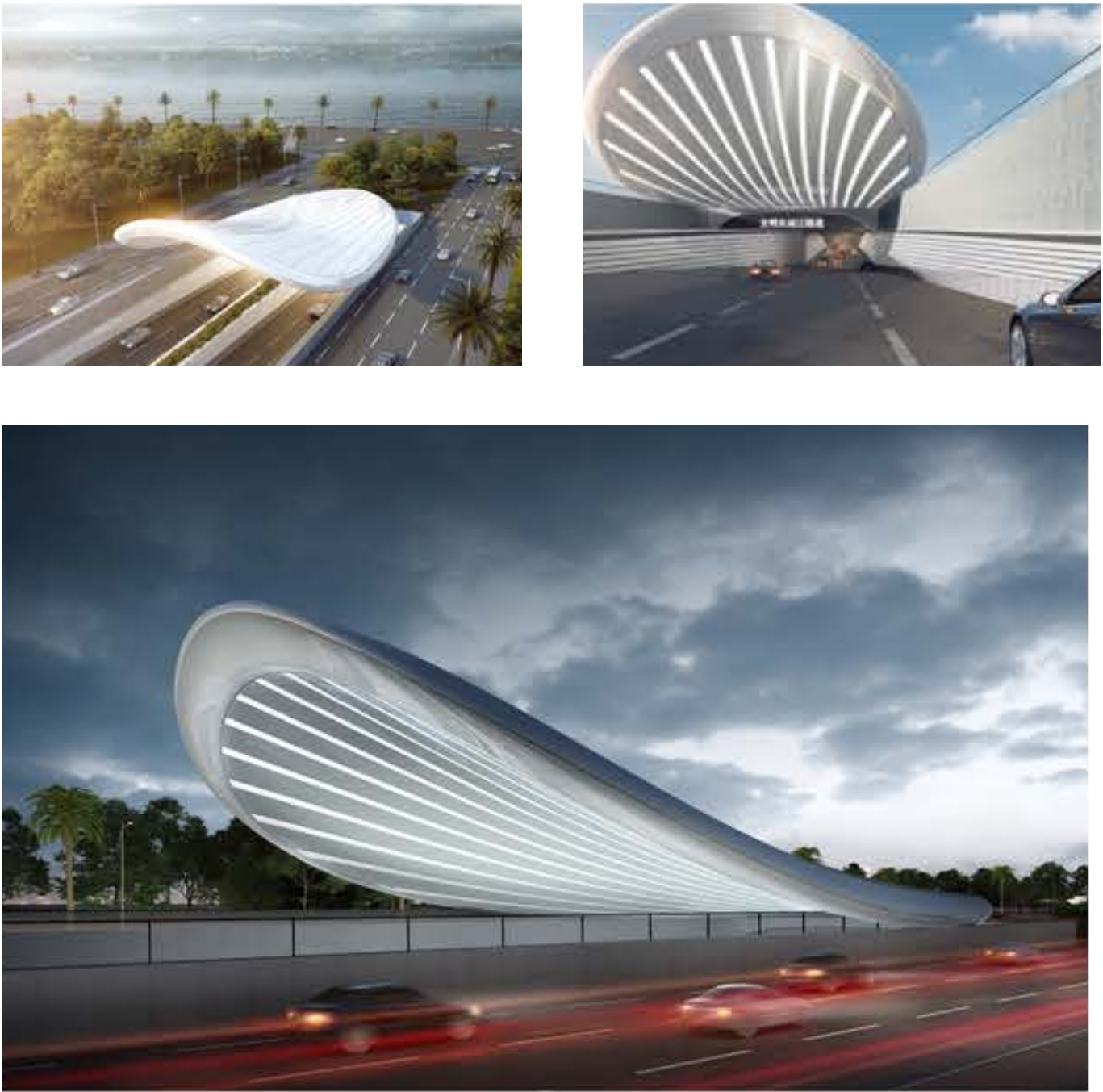


Shenzhen Mangrove City Museum





**Penda China Architecture Firm**



The luhu project is located on the central axis of Chengdu's old urban area, with a total planned area of more than 8,300 mu and a lake area of more than 3100 mu. The area we designed is located in the A8 plot (Culdural Innovation + Design Island) of the Luhuhu project.

- This area emphasizes the water-founded lifestyle and includes the following functions:
- A. Low-end small foods and shops (Tianzifang, etc.)
  - B. CoveredBridge Market
  - C. Living area shops (MUJI, Tsuchiya Bookstore, etc.)
  - D. Design Center
  - E. International big names



