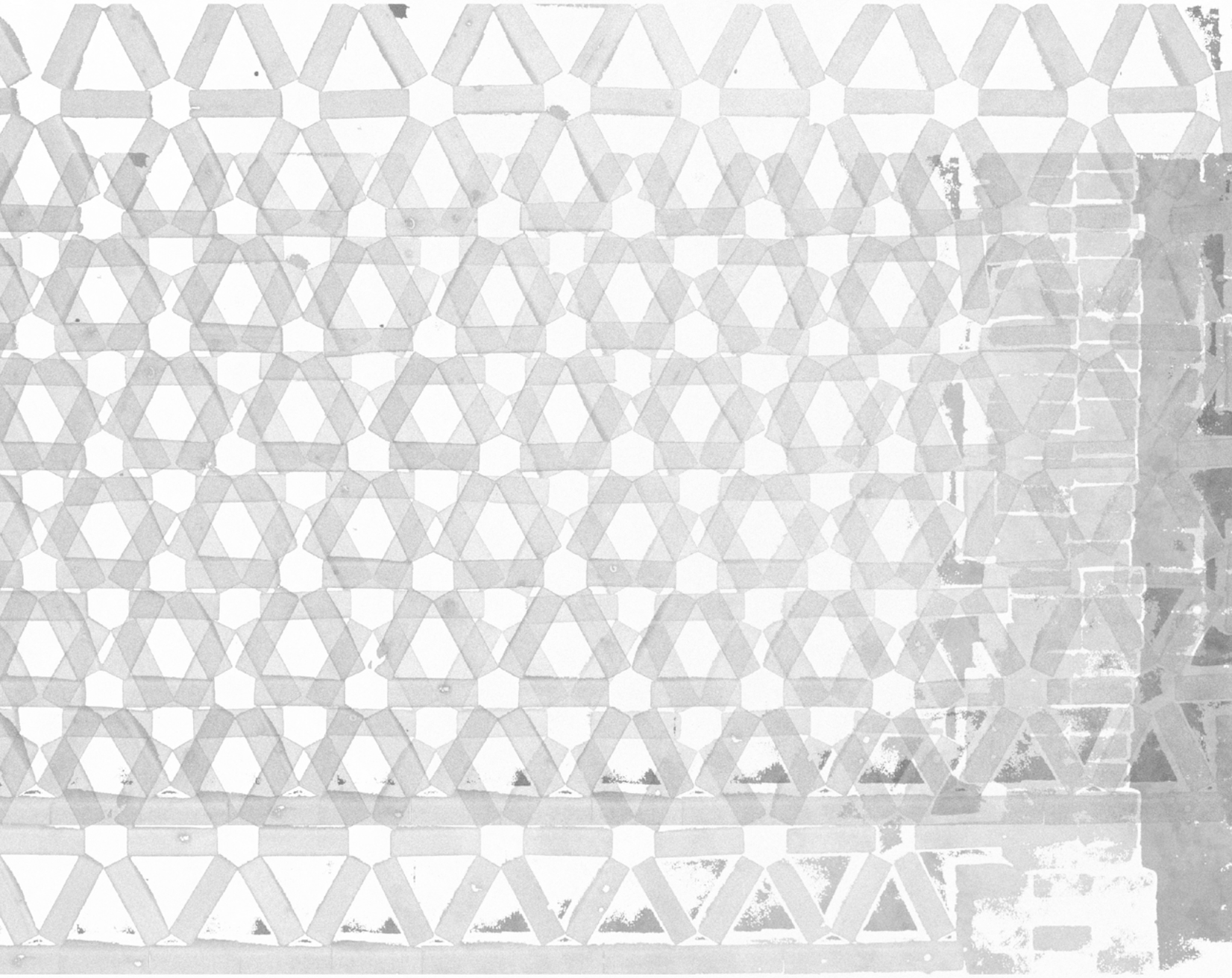


WENJIE WANG
PORTFOLIO

Selected Work 2018-2023

CRYSTAL WENJIE WANG

wangwenjieqr@gmail.com
wwang07@risd.edu

(917) 861 7879

REFERNCES

Desmond McAuley
Architect of Elkus Manfredi Architect
Dgmcauley@verizon.com
(508) 423-5015

Amelyn Ng
Professor of Architecture
ang@risd.edu

Paul Hajian
Professor of Architecture
phajian@massart.edu
(617) 879-7652

SKILLS

Rhino
Revit
Sketchup
Enscape
V-ARY
Lumion
AutoCAD
MS Office
Illustrator
InDesign
Photoshop
3D Print
Laser Cut

LANGUAGES

Chinese
English

EDUCATIONAL BACKGROUND

Rhode Island School of Design *Providence*
Master of Architecture, 2023
Honors & Awards: RISD Fellowship (2021-2023)

Massachusetts College of Art and Design *Boston*
Bachelor of Fine Art in Architecture Design, 2020
Honors & Awards: Dean's Scholarship of MassArt (2017-2020), First Prize of Save A Sample! Hand-drawing Competition in Boston, Reifess Award 2019, Senior Excellence in Design Award of MassArt 2020, Departmental Honors in MassArt 2020

WORK EXPERIENCE

Elkus Manfredi Architects *Boston*
Position: Intern, 06/2022-08/2022
- During my EMA internship, I gained experience in diverse projects, including pre-build studies for residential buildings, 3D modeling of pedestrian bridge designs, and creating 3D printed context models for new developments. This exposure enhanced my practical design skills, broadened my knowledge of building types, and refined my software proficiency. Collaborative tasks strengthened my communication abilities and expanded my professional network within the industry.

CSIC International Engineering Co.,Ltd. *Beijing*
Position: Intern, 06/2019-08/2019
- In the Baoding NO 1 Hospital Renovation and Expansion Project, I performed site analysis, created diagrams, and contributed to drawings, modeling, and presentation documents. This experience deepened my understanding of hospital space arrangements, user behavior, green design, and practical application of academic knowledge while refining my proficiency in drawing and modeling software.

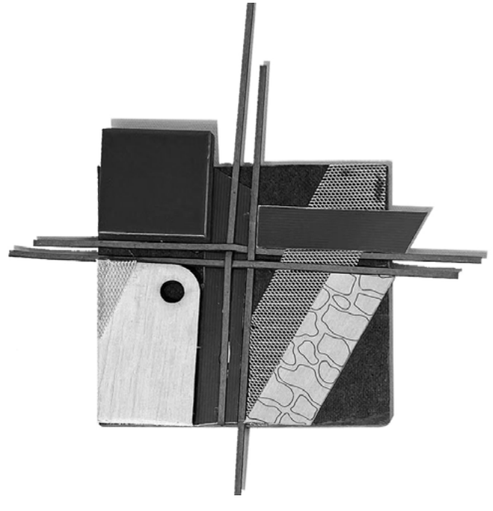
Massachusetts College of Art and Design *Boston*
Position: Teaching Assistant & Translator on Fashion Design, 07/2018-08/2018
- Assisted the professor in achieving teaching objectives, provided translation support, and facilitated skill demonstrations for students. Contributed to design projects for exhibition, enhancing communication skills and refining costume design expertise, including the creation of a traditional Chinese cheongsam.

EXTRACURRICULAR ACTIVIES

MassArt All School Show-Architecture Department *Boston*
Position: Curator, 03/2019, 03/2020
- Collected students worked for professors to review and select; purchased the required materials and set up the exhibition booth; assisted in holding online exhibitions during the COVID-19 period.

AIAS-American Institution of Architecture Students *Boston*
Position: Event Coordinator,05/2018-05/2020
- Coordinated and executed events for architecture students, including lectures, design portfolio showcases, and visits to MIT campus and prominent design studios. Collaborated with the chairman to generate ideas and liaised with social organizations to ensure seamless event execution. These experiences honed my leadership, teamwork, and coordination skills.

PROLOGUE



One can say that the city itself is the collective memory of its people, and like memory it is associated with objects and places. The city is the locus of the collective memory.

---- Aldo Rossi, The Architecture of the City

Architecture is the stage and context of our lives. The basic principle of architectural design is people-oriented. Design should give priority to people's needs. Every project should maximize the benefits for human being. Also the design should show humanity and give humanized treatment to the details.

Architecture always reflects the age and cultural. I think it is very important for a new design to have historical or cultural heritage. Always consider the history background of the project and try to combine the history and the new technology into the design.

Architecture forms people’s feeling and emotional. Different spaces will give people different feelings and experiences. I want to make people have positive feel when they are in the building so it is necessary to put emotion and passion into design. Design process should be rational which means thinking clearly and act with the resolve, producing tangible results. However, the emotional design could make the building intimacy, gentleness, homeliness, warmth. The emotional design process more like an artistic creation process which telling my own inner story and feeling to people.

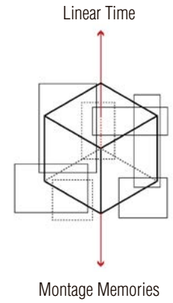
CONTENTS

01 PERMANENCE OF MEMORY

Library and Cultural Center for Shougang Industrial Site

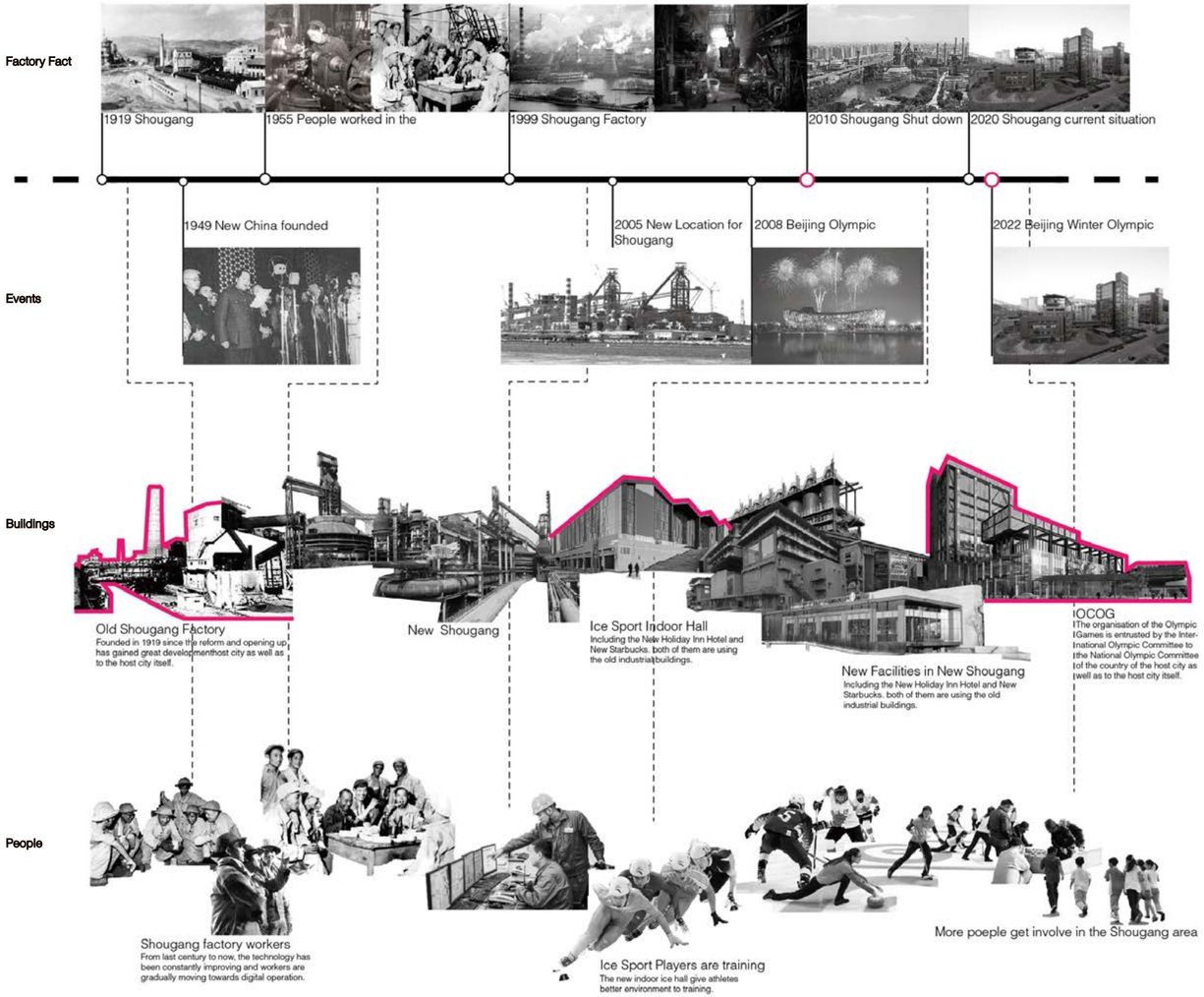
Architecture Degree Project, Massachusetts College of Art and Design
Two semesters from September 2019 to May 2020
Recived on 2023
Location: Beijing, China

Fourth Year Project
Individual Work
Instructor: Tamara Metz



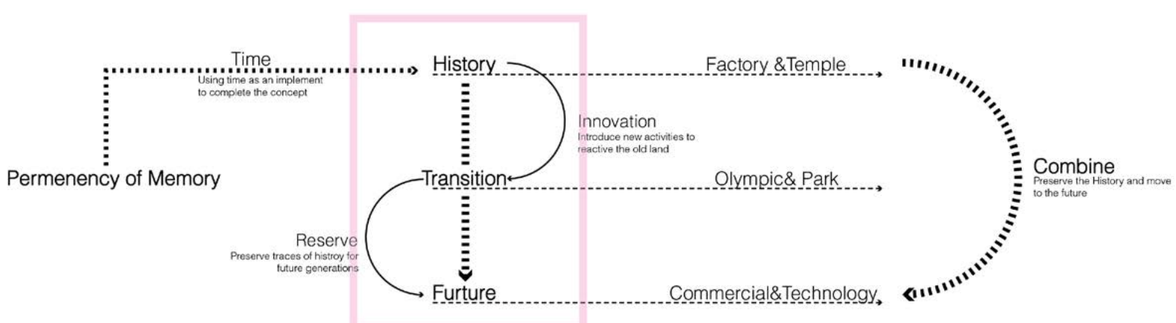
The changes of The Times are very rapid and in the field of architecture it seems that efficiency is dominating the architecture of the future. However, it is difficult to see traces of history in the endless new buildings. The Site was a steel factory that belongs to a company which was founded in the 1990s, at that time, one third of the district was under this company name.They had their own kindergarten, school, hospital, stores, and houses. They created a big community there. This is not only a factory for people but a home. In 2005, the factory shut down due to the air pollution, until government decided to use this site for the 2022 Olympics. The whole area has come alive again and entered a new phase, but people can no longer experience the site in the same way, or create factory-associated memories. Due to the disconnection of site history and culture with the architecture. The design should reference the history of its site and embody the passage of time. In doing so it can provide the permanence of memory for the people who engage with it.

Site Timeline

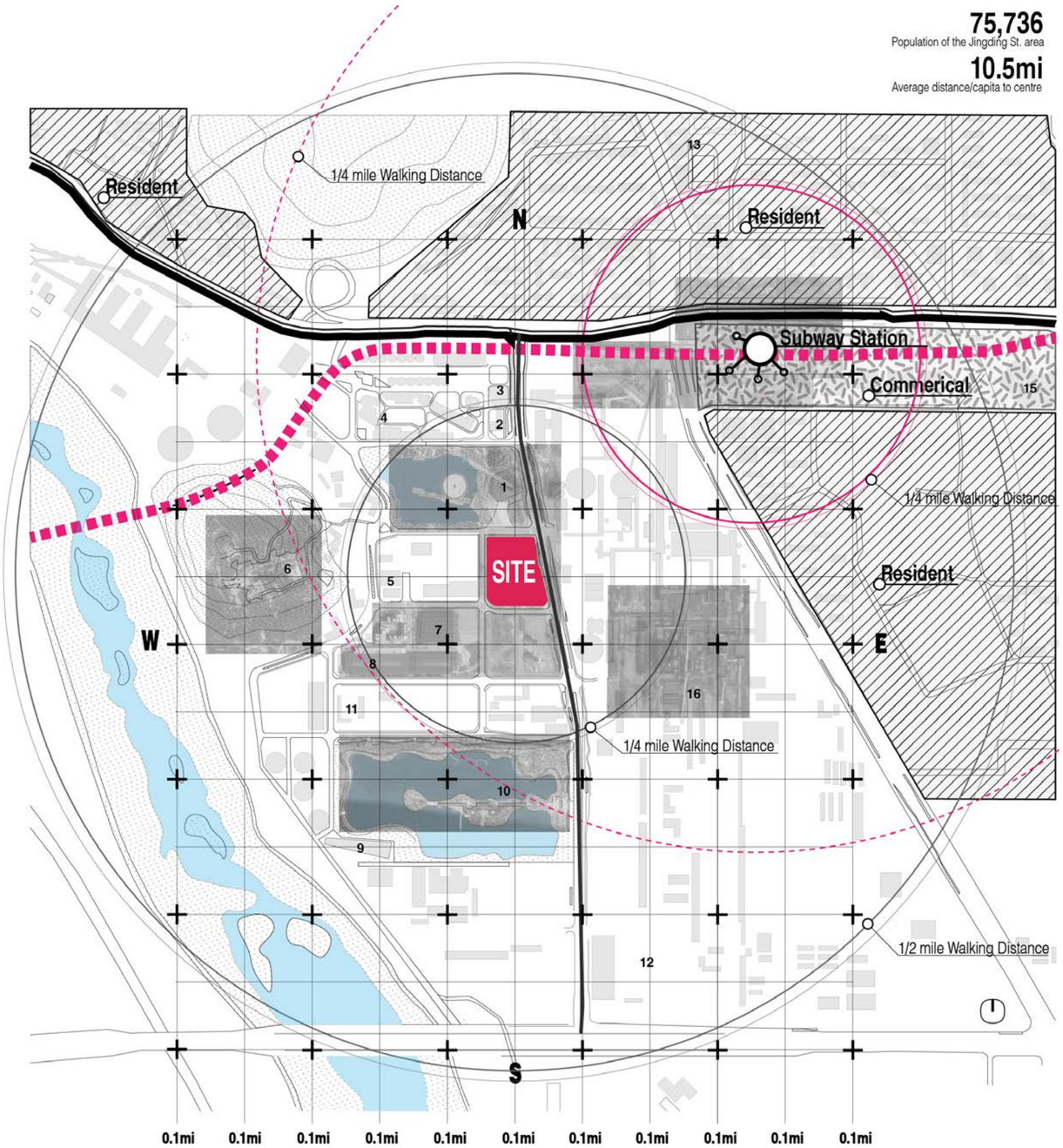


The chart shows the history of the Shougang Industrial Site, also shows the development and the change on the site, through the buildings, function and user group.

Mind Map



Mapping

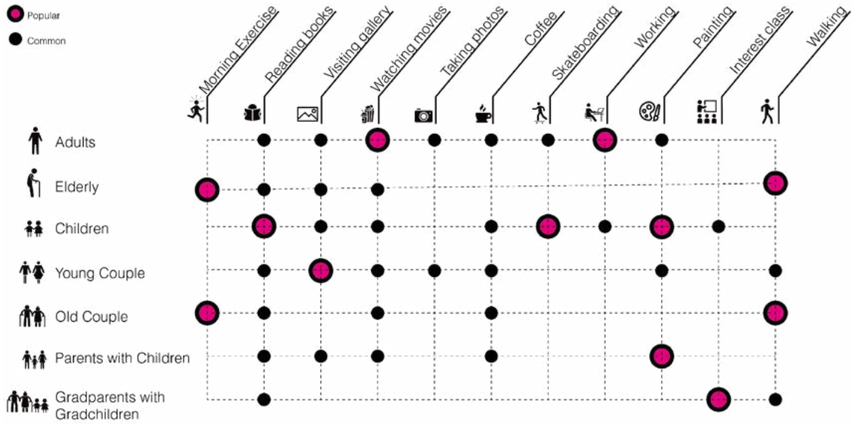


1 ShouGang Museum
2 Starbucks
3 Holiday Inn Hotel
4 OCCG
5 Athletes' Dorm
6 Godness Temple
7 Curling Training Hall
8 Hockey hall
9 Ski jump ramp
10 QunMing lake
11 Shangri-la Hotel
12 Shougang East Gate Plaza
13 Jinding St. the second primary school
14 Jinanqiao Subway Station
15 Xilongduo Shopping Mall
16 Shougang Industrial Park

Main Road/ BRT
Subway

The site is located at the center of the north part Shouggang Industrial site. The east side of the site is all the remnants of the old factory parts, also there is a main road along the east side between the site and remnants. The rest side of the site is Olympic new buildings. The site is really accessible by car, bus and walk.

Activity Chart



Spatial Diagrams

LinearCirculation

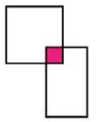
Linear flow improves the effici ency of action use in the read ingroom help visitor to located the sitting space.

Landscape

Outdoor chinese style Garden have a lot of tortuous roads. longer road can have longer experience for visiting garden.

Moving

The resting rooms are seprate in different levels, visitors can find direct way to go to these rooms from lobby.

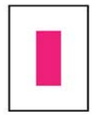


Space

The overlap parts usually are the service area service for two different space.

Gallery

The ramp connects two shift spaces in the gallery. The ramp improve the movement in the gallery.

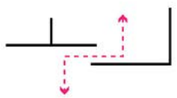


Pravite

In the library the core is resting area which wraped by the main libarary criculation

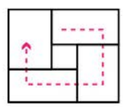
Entrance

The north entrance seprate two group of people into two different space.



Entrance

The entrance is not direct into the lobby, for making facade clean also extended experiece in the garden.

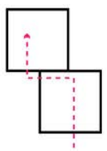


Spin

This kind of movenemnt can make children have a linear movenment between each space.

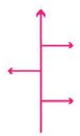
Diverge

In the art studio, the elevator core is in the middle, the rooms are evenly distributed around.



Shift

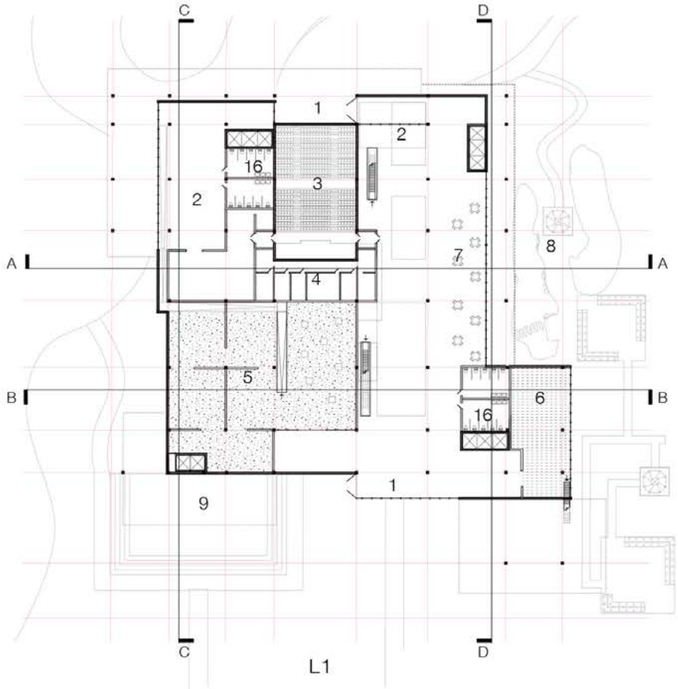
The concept of gallery is shift, both plan and section of Gall- ery have shift blocks.



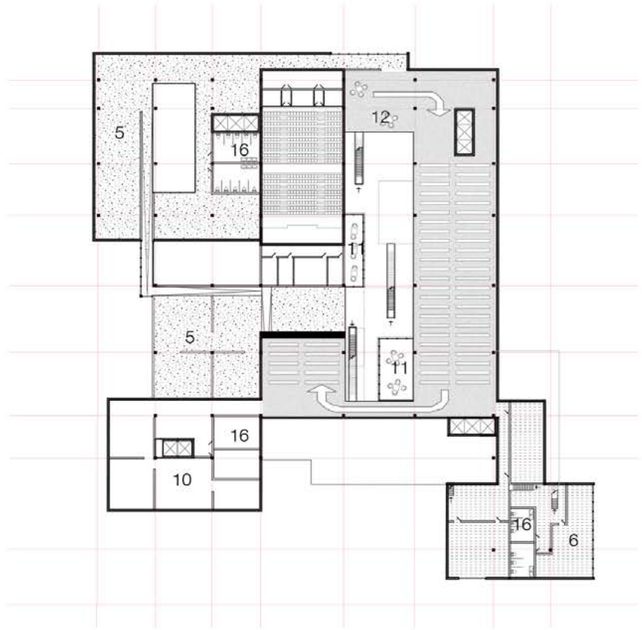
Art Studio

In the library the core is resting area which wraped by the main libarary criculation

Floor Plans

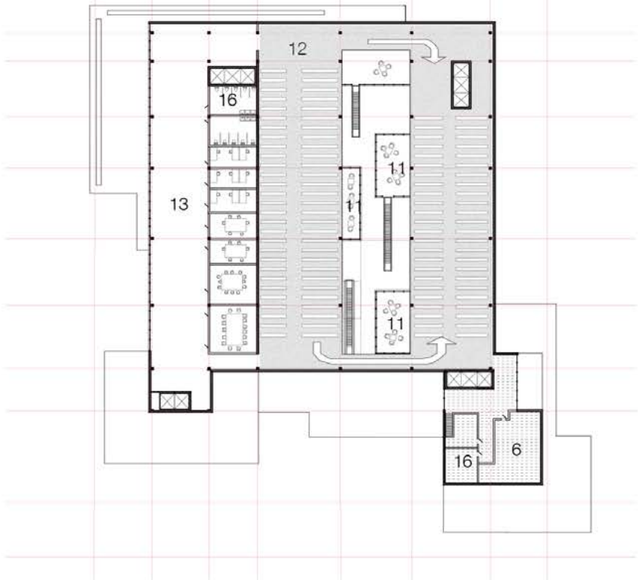


L1

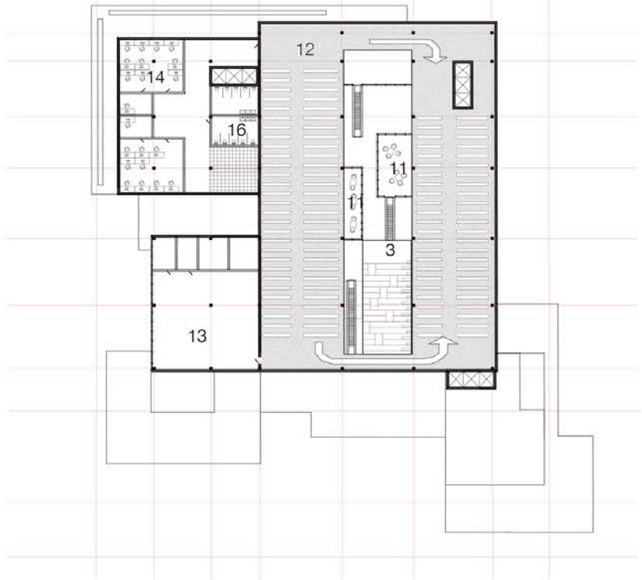


L2

1:1000



L3



L4

1 Entrance
2 Lobby
3 Theater
4 Backstage
5 Gallery
6 Classroom
7 Coffee
8 Chinese Style Yard
9 Outdoor Theater
10 Art Studio
11 Reading Area
12 Library
13 Reading Room
14 Office
15 Kitchen
16 Restroom

Section Perspective

Gallery

The gallery has two floors, and the two floors are con nect by another ramp to make the move ciculation m ore smooth.

Reading Area

There is a separate reading room. In this read ing room, there is quiet individual study room and the discussion room for different people for different needs.

Library

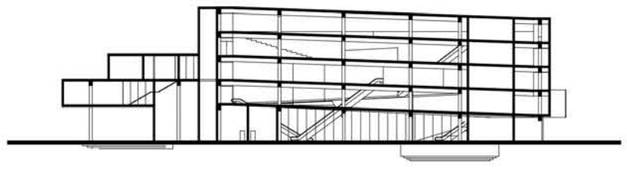
The whole library is use the ramp as the ground, not only make disabilities poeple easy access into build ing but also provied a different space. The bookcas es are all place on the ramps.

Lounge

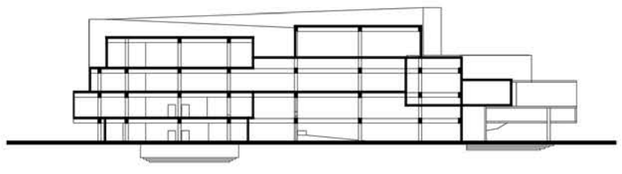
There several extends out spaces as Lounges which located between the shelf ramp. Those spaces are transparent enclosed space not only can see through from different spot but also get more sunlight in.

1'
15'
12'
13'
13'
12'
12'
12'
13'
1'
16'

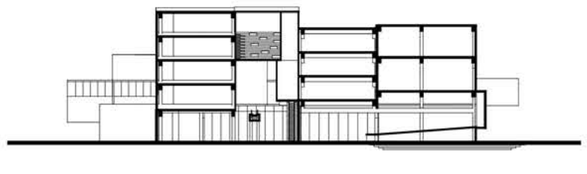
0 5 15 Section A-A



Section D-D

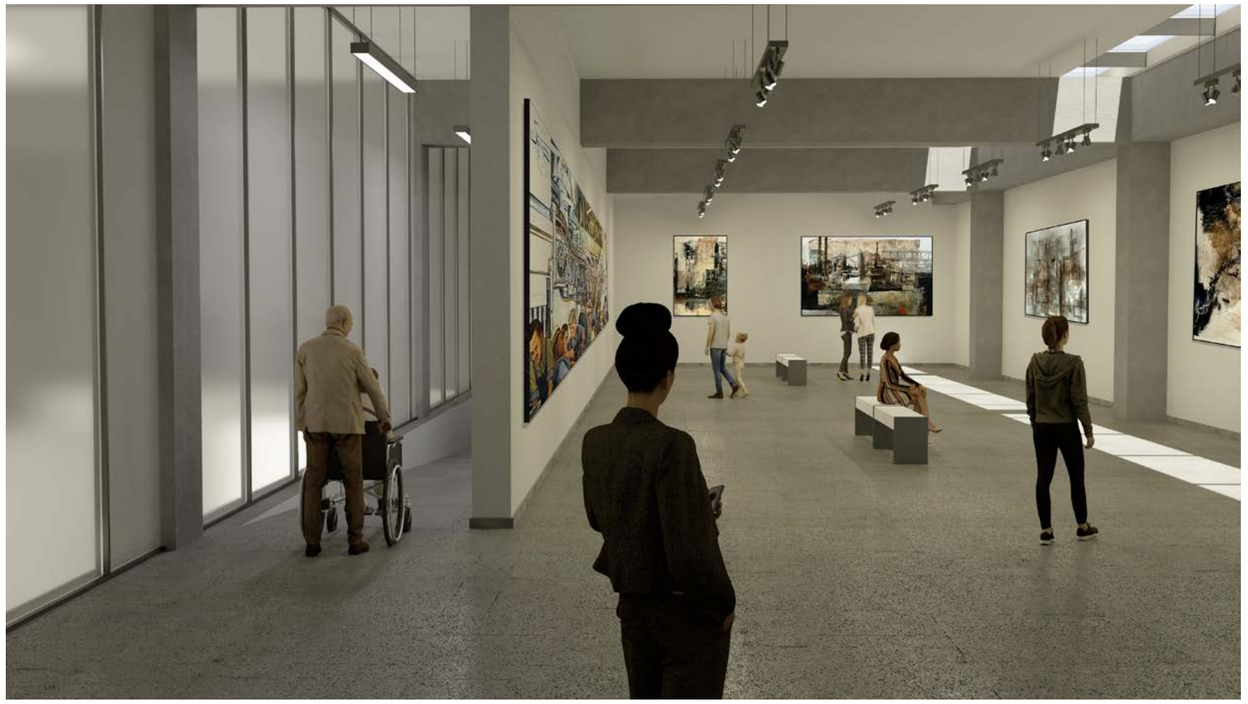


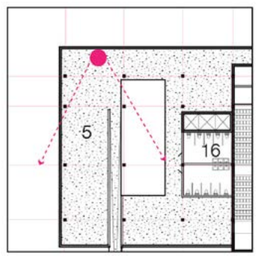
Section C-C

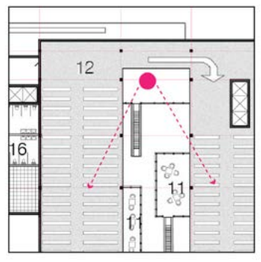


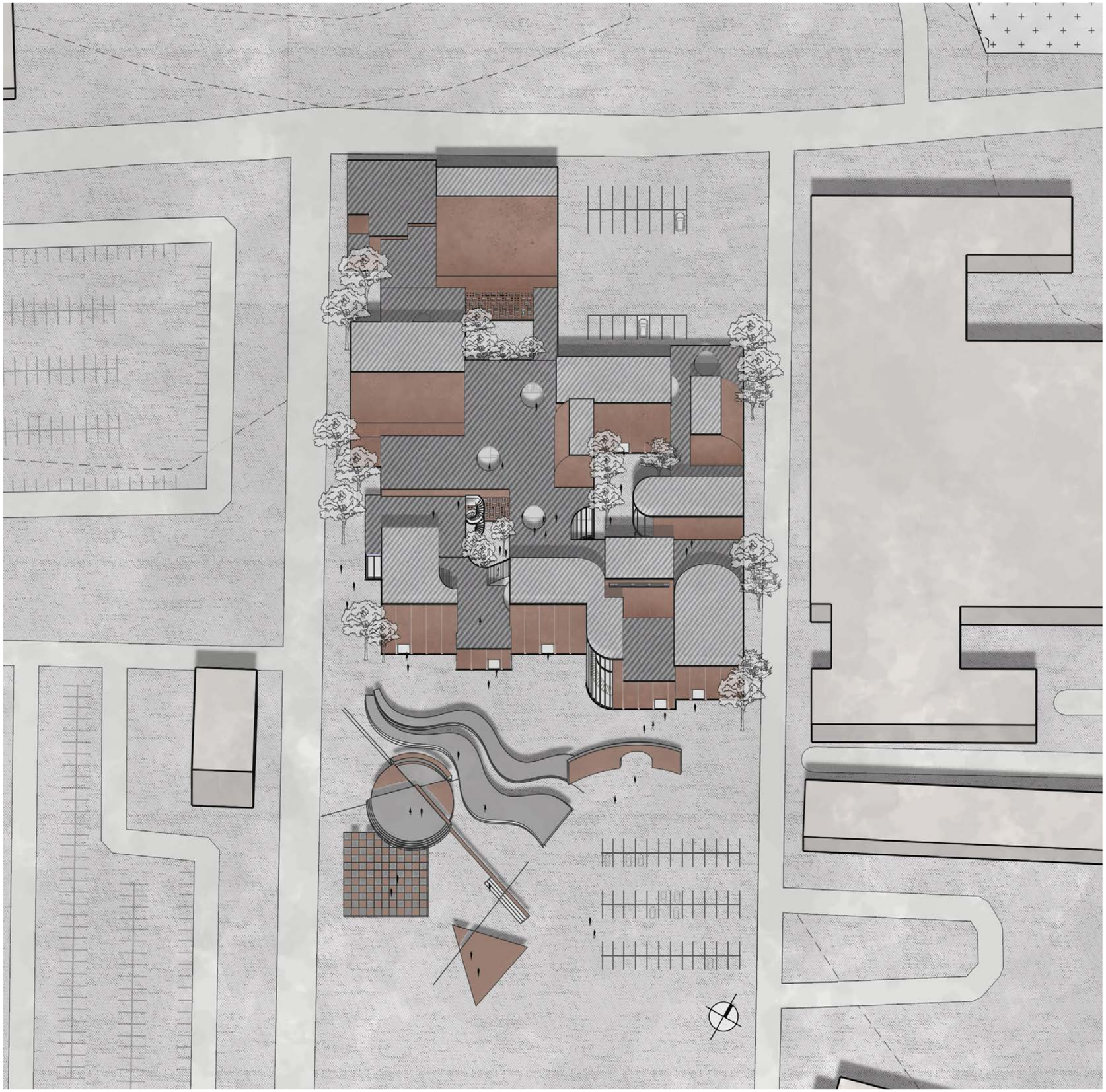
Section B-B

The section shows the relationship between each space. The main library has all ramps as the floor so the wheelchair can move on the ground with no obstacles. Other spaces are distributed around the main library. The core of the library has a lot of small resting room. These rooms are put along with the ramp so each room is at different levels, and they were covered by glass so each room can look out at other rooms.




5
16


12
16
11
11

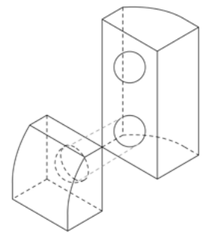


02 HIDE AND SEEK

Architectural Ceramic Factory With After School Practice Design project

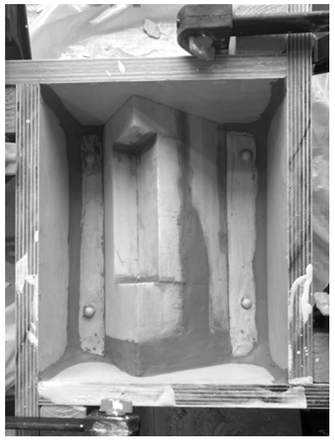
Advanced Studio III, Rhode Island Schol of Design
One Semester from January to May 2021
Location: Providence, Rhode Island

Individual Work
Instructor: Evan Farley



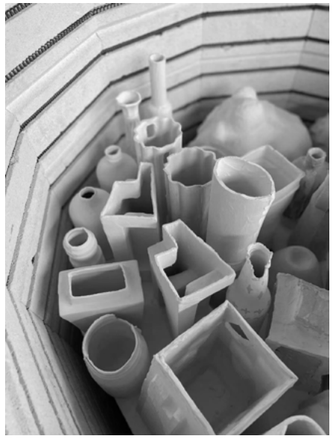
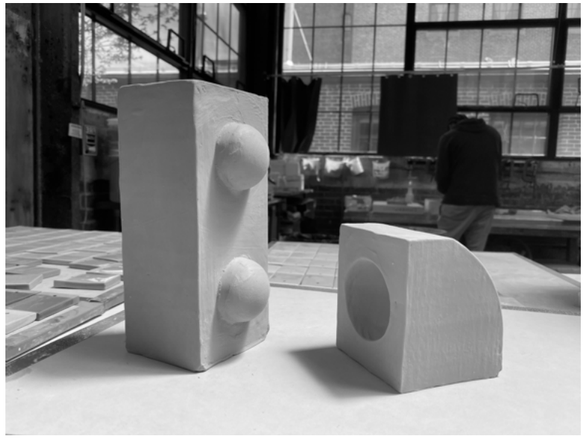
Based on a material investigation, founded on the belief that the knowledge of and engagement with how things are made will enhance our understanding of material cultures in the built world. The focus of this inquiry will hinge on the material properties of ceramic bodies, how they are made, and ultimately how they engage art, industry and everyday life through architectures of production. The distinct familiarity between a ceramic vessel and architecture. In one vein, the vessel is suggestive of enshrinement, volume, and containment. In another, it is a conveyor of form, interaction, movement, and transfer. Views on: The Vessel addresses architecture as a production of space, concerned with boundaries and their inverses through acts of forming, and layering of material. Historically, the archetypal vessel has transformed with time, from ceremonious chambers, to studio pottery, from utilitarian form to Readymade art objects.

Design Process

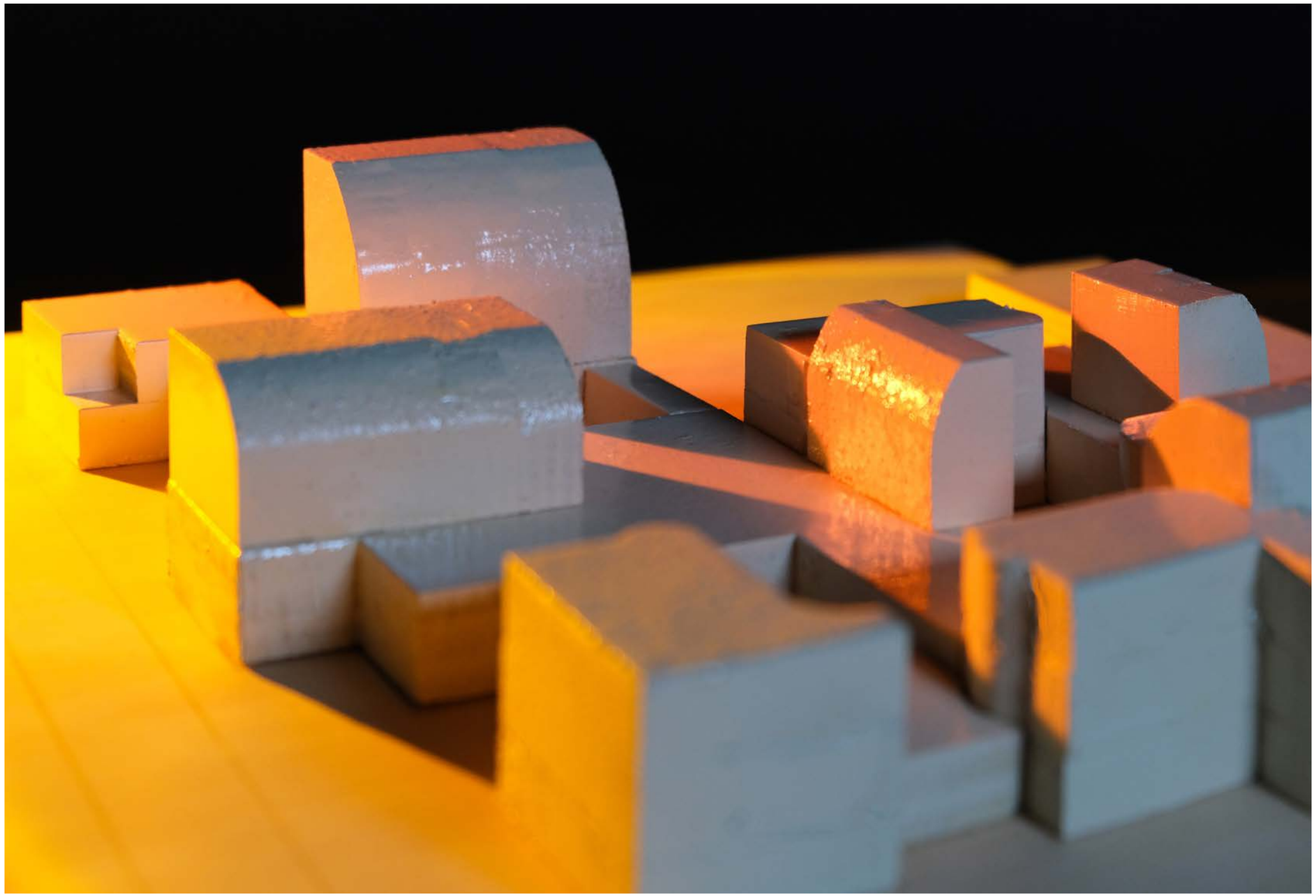


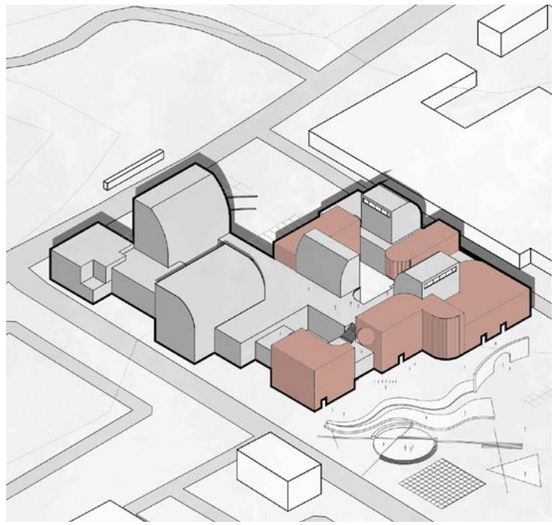


Massive and None-Massive

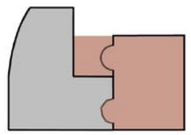
In my early stage of making slip casting, I used plastic packing to made ceramic vessels. Because of the shell form, from different angle, the visibility of the void part determines whether the ceramic is massive and none massive object. The designed vessels are perceive to be an one totalized massive object, but the light behind shows the gap between the two vessels.The design concept is about the massive and none massive relationship into two different program.



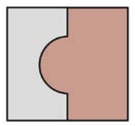


Factory

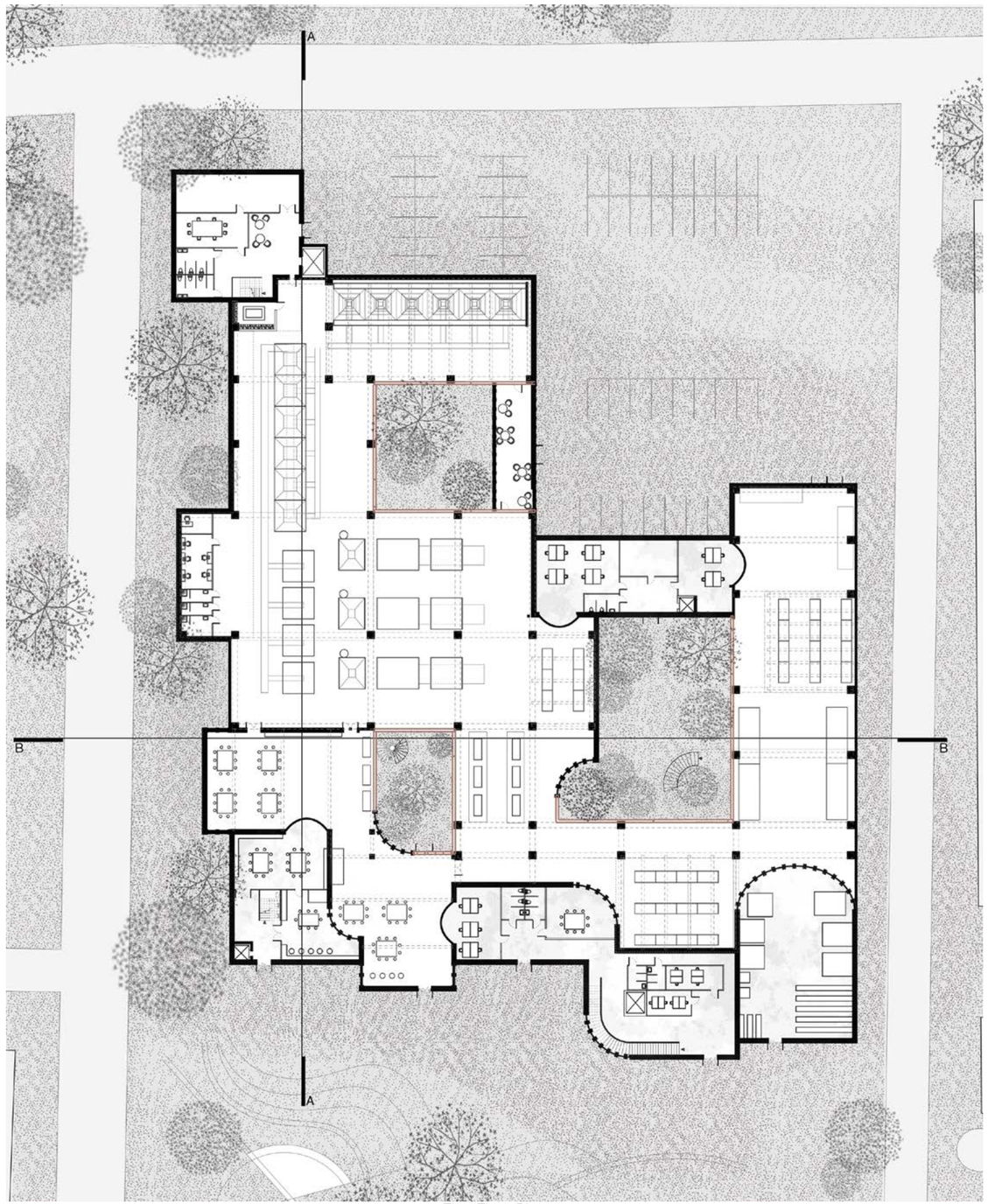
School



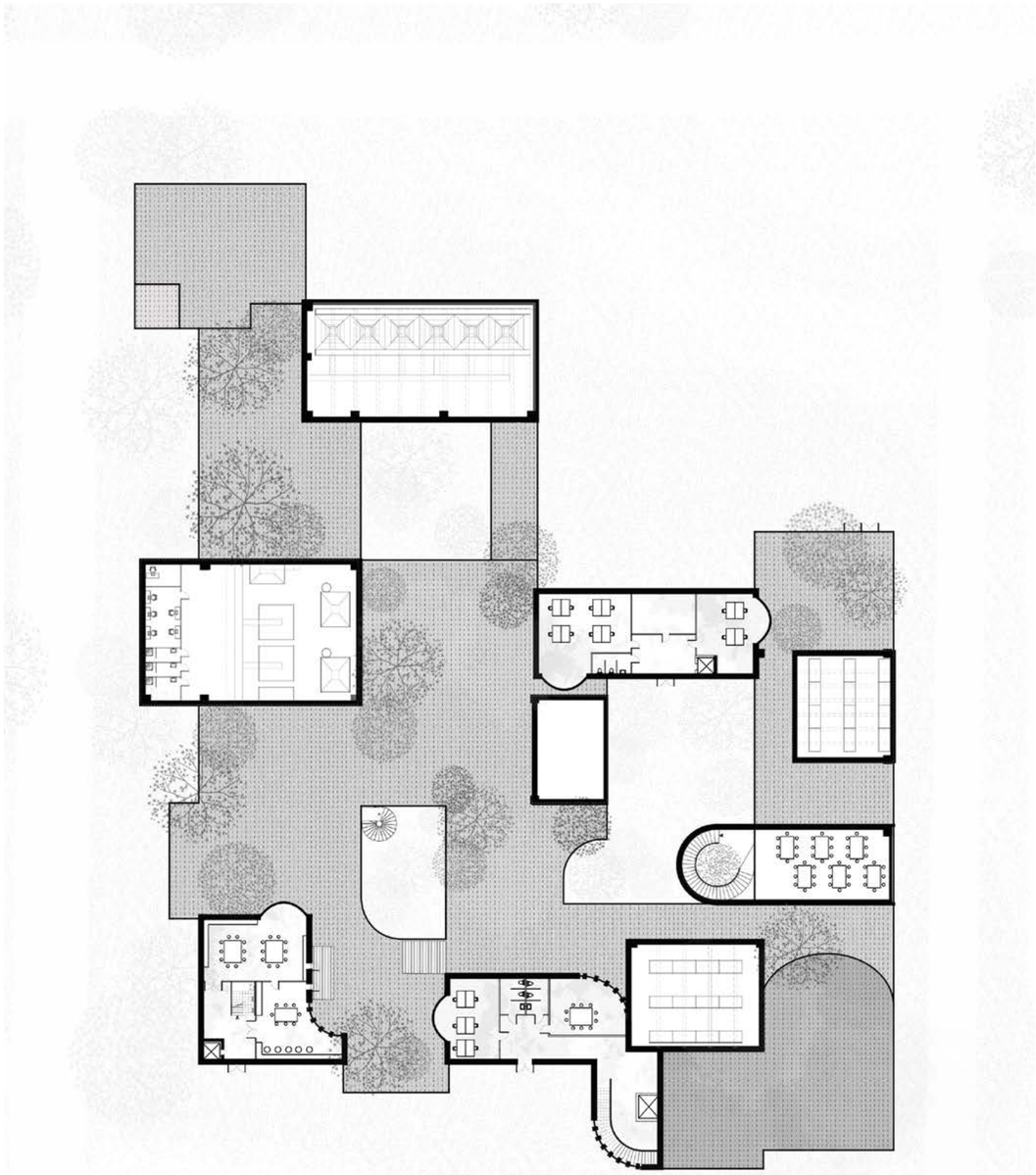
Section Relationship



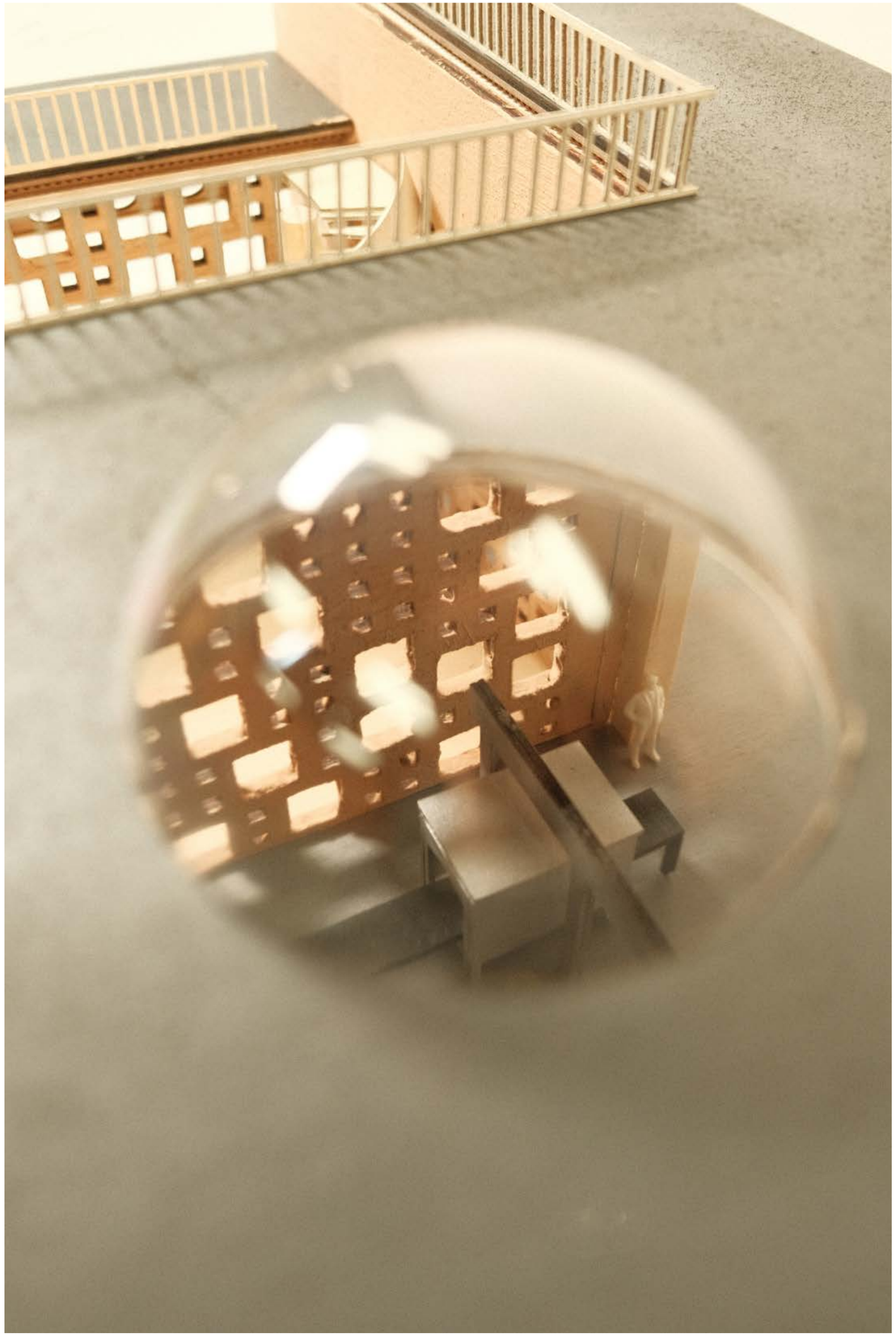
Plan Relationship

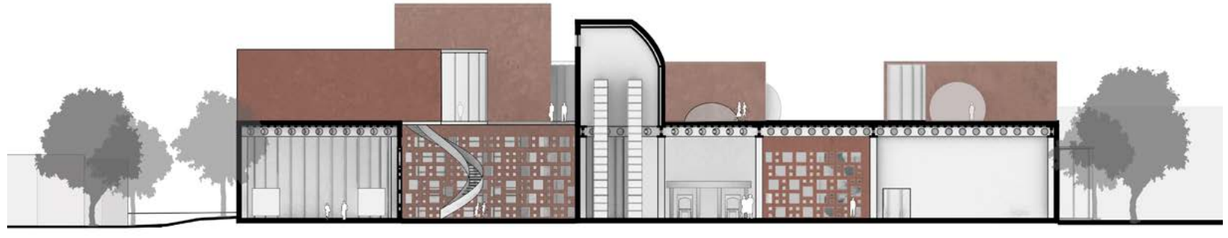


First Floor Plan

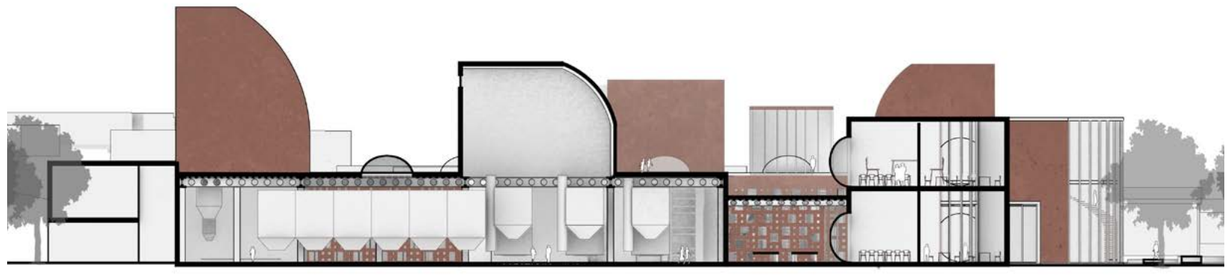


Second Floor Plan





Section B



Section A

03 EMBRACE ALL EMOTIONS

Emotional Sensory Experimental Design Project

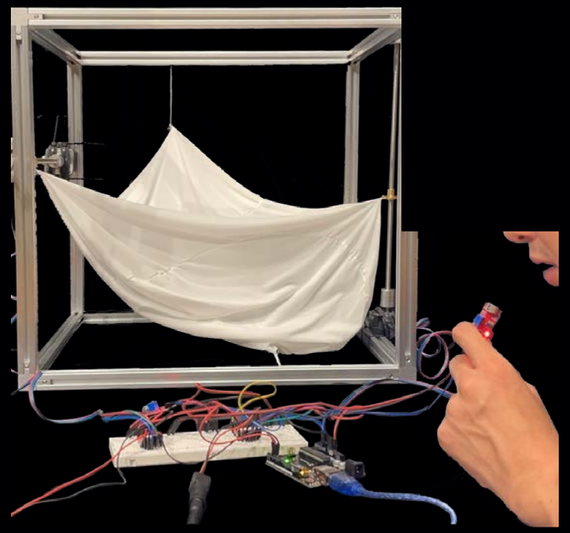
Advanced Studio III, Rhode Island Schol of Design
One Semester from September to December 2022
Location: Boston, Massachusetts

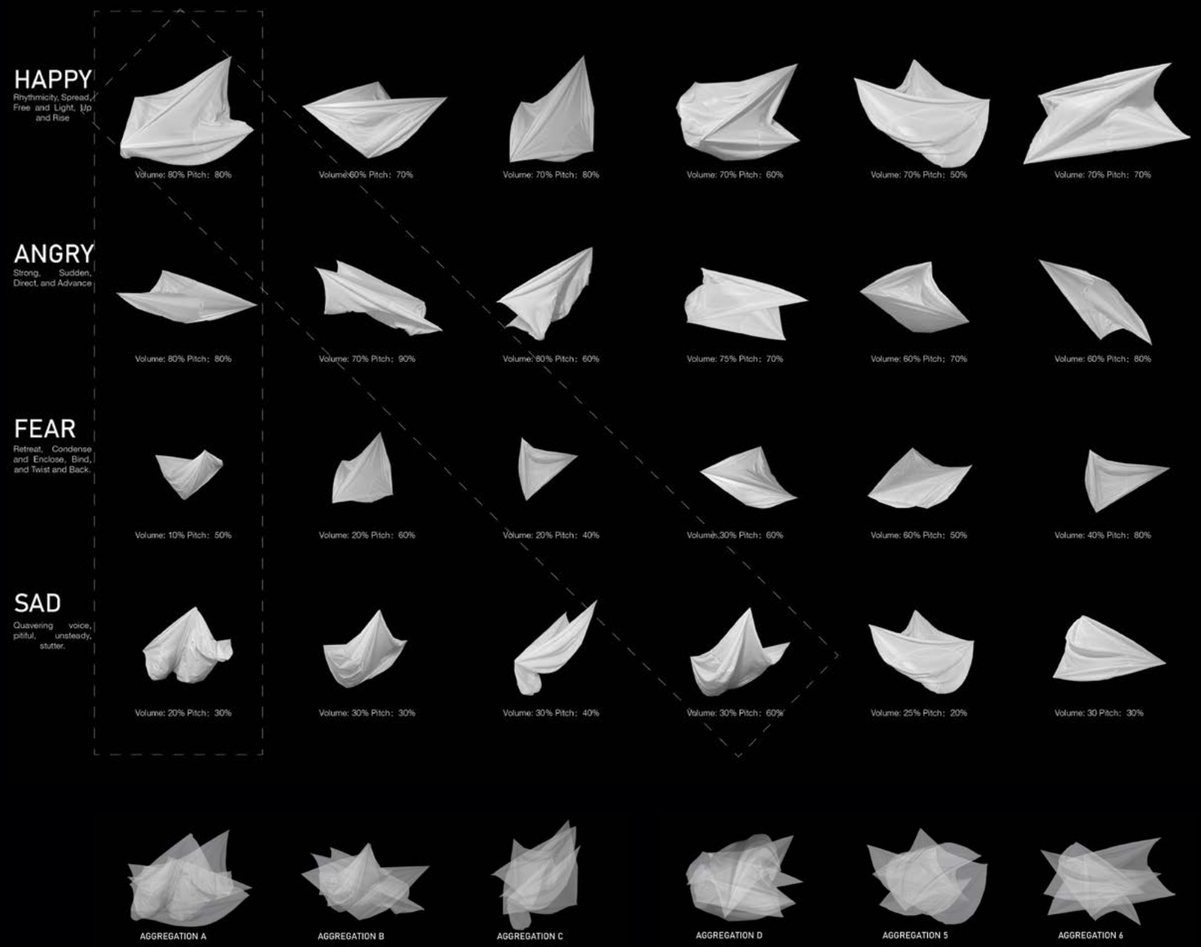
Individual Work
Instructor: Tatjana Crossley

Sensorial stimuli are crucial for our ability to perceive space. This allows us to process information about our surroundings so we can recognize our relationship to them. Our experience of space is directly linked to our perception of it. Manipulating sensorial experience allows for reinterpretations of perception and ultimately provides an exploration into other modes of perceiving ourselves within space and our relationship to other bodies. Allowing architecture to become more responsive provides an opportunity to create dialogue between perceiver and perceived, renegotiating the role of design as an active, rather than static or passive, participant in the production of experience.My Argument in this project: Architecture is not about production of a certain emotion, Instead, Architecture is the acknowledgment and support of the whole spectrum of human emotion. These emotions are equally considered and cherished by architecture.

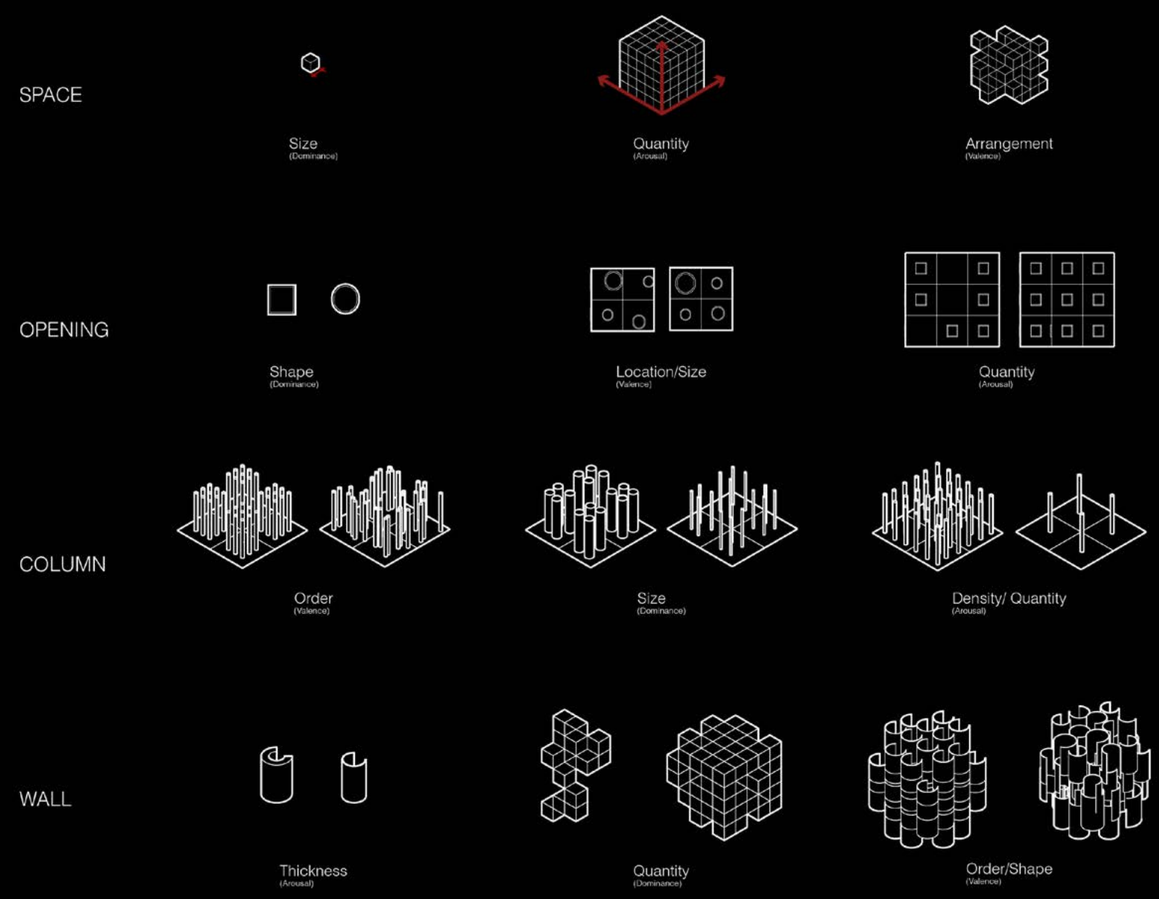
Prototype & Data Analysis

Paul Ekman identified six basic emotions: anger, disgust, fear, happiness, sadness and surprise. These emotions can be expressed by our body through facial, sound, movement and gesture. They also can be quantized by three components of emotions that are traditionally distinguished: valence, arousal, and dominance. In my early experience, I made a prototype that can detect sound and they are connected with a cloth (representing space) that can be moved based on the pitch and volume of sound. Use PAD mode, classification those generated spaces and aggregating them based on my argument that people should acknowledge all the emotions. and I use architectural language to express my statement.

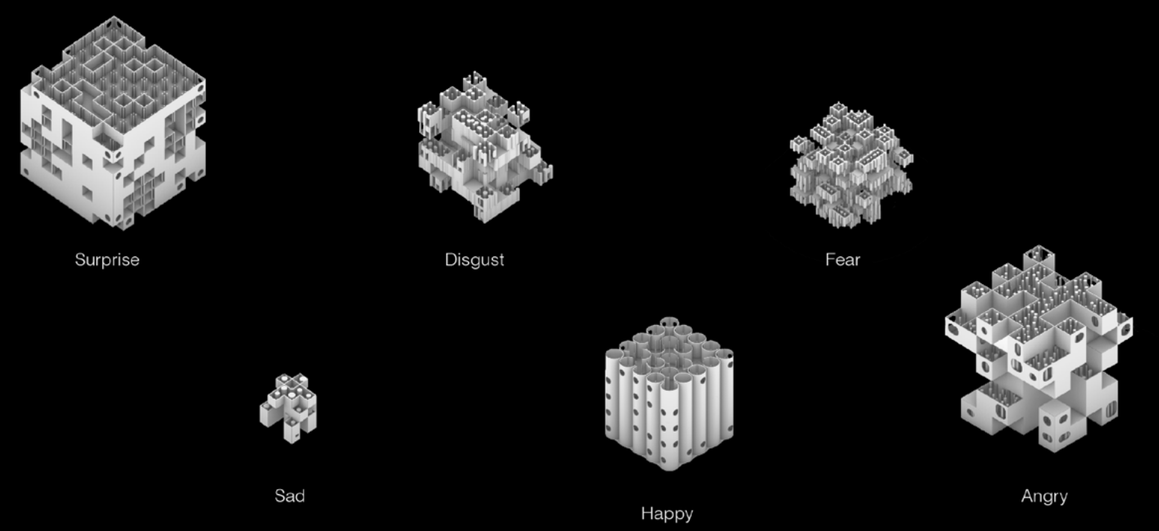




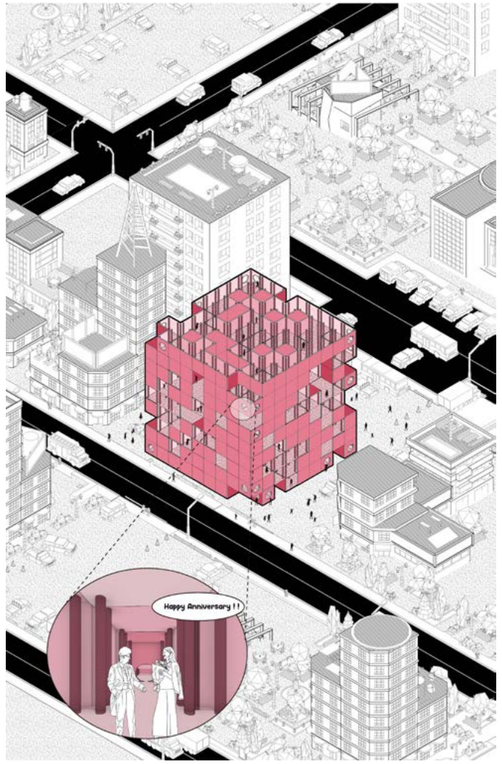
Grasshopper Generate Logic

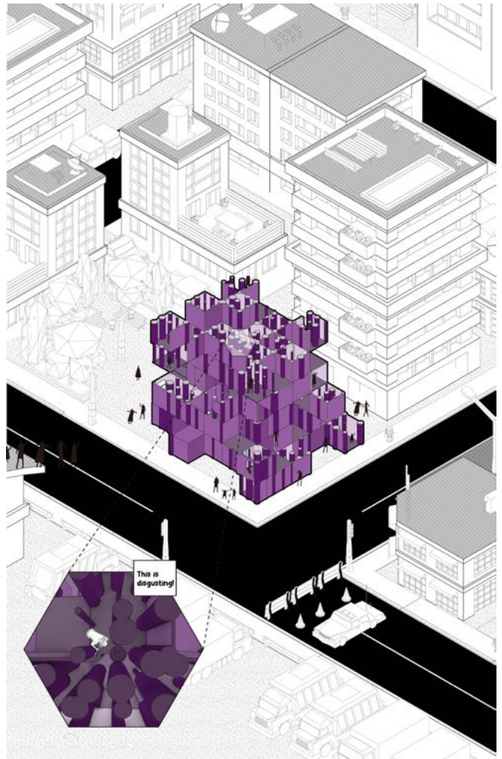


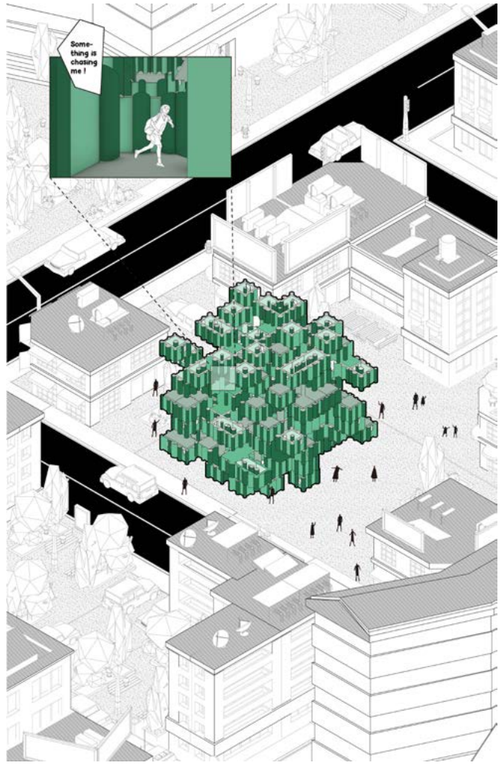
Grasshopper Generate

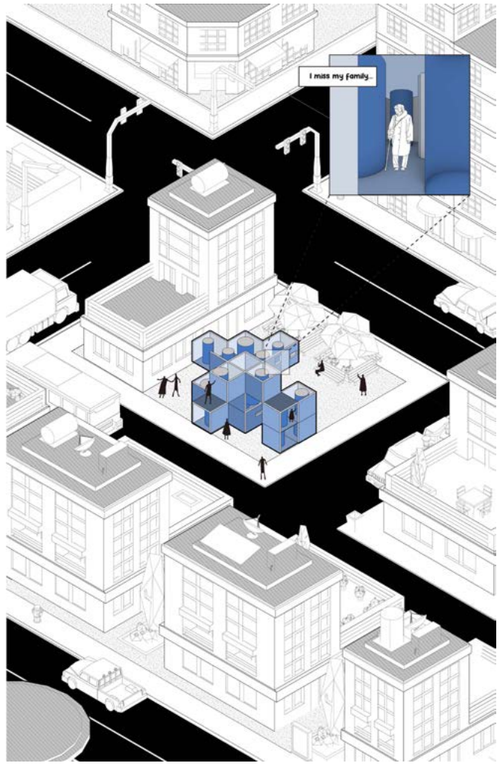


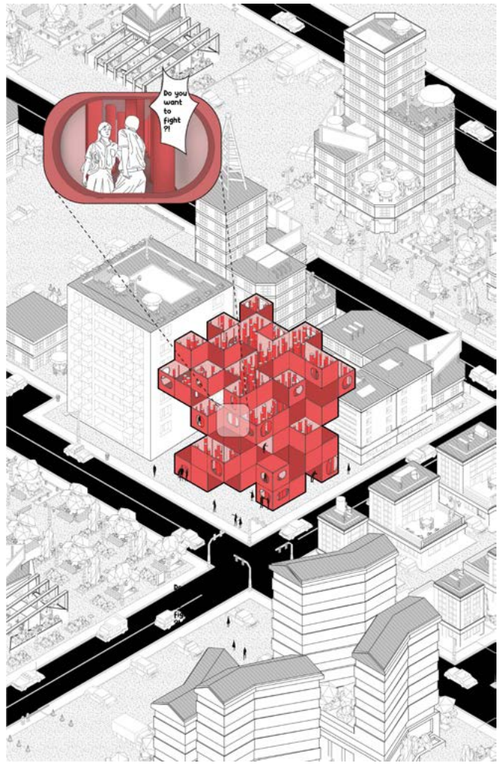
Emotions Scenes

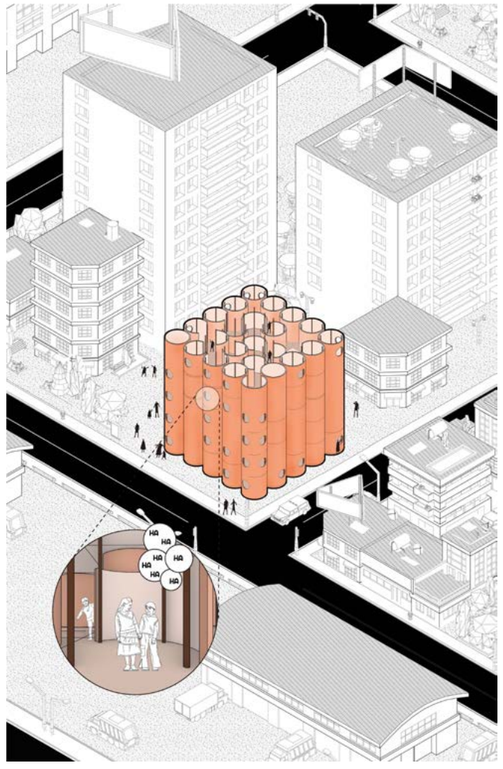




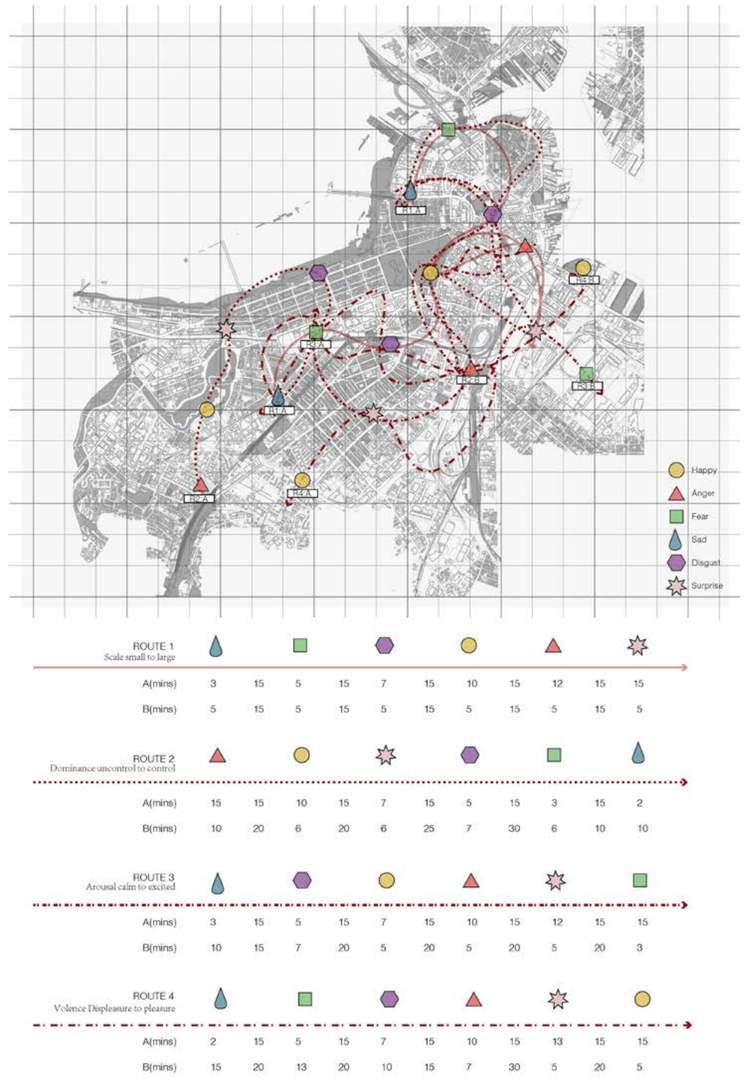






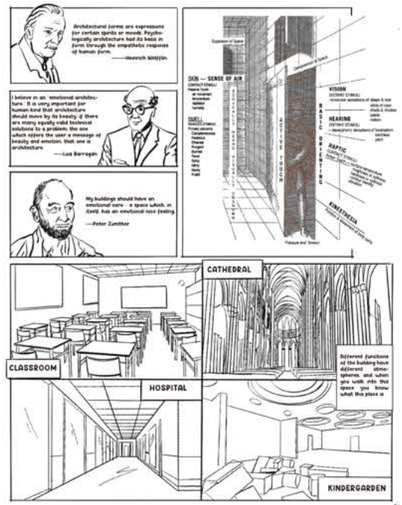


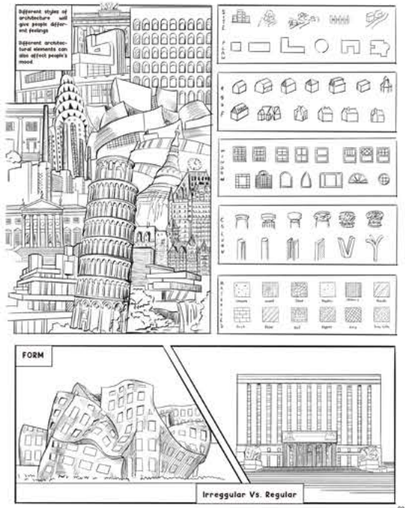
Emotions Touring Routes Map

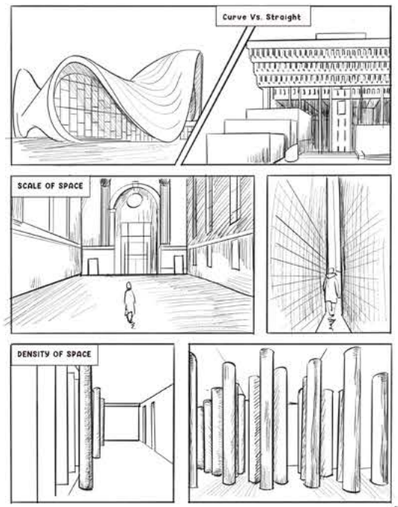


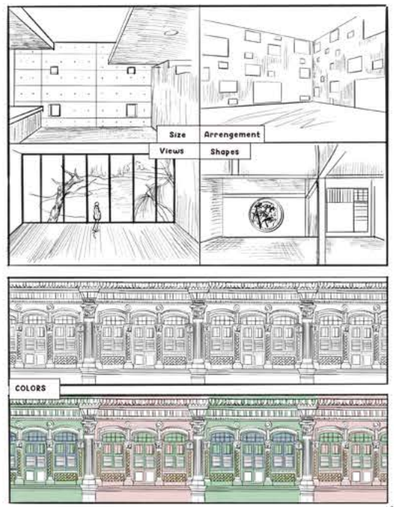
Based on the pre-research and experimental data, six different basic emotions were architecturalized through grasshopper. Emotions can be expressed quantitatively through dominance, arousal and valence. By combining the different elements of the building with these three parameters, the six basic emotions are not only quantified by data but also visualized by the building form. These different spatial structures are colored to generate different architectural monoliths representing different emotions. In my arugment, people perceive different emotions through these emotional spaces and learn to understand the value of emotions and the importance of all emotions.

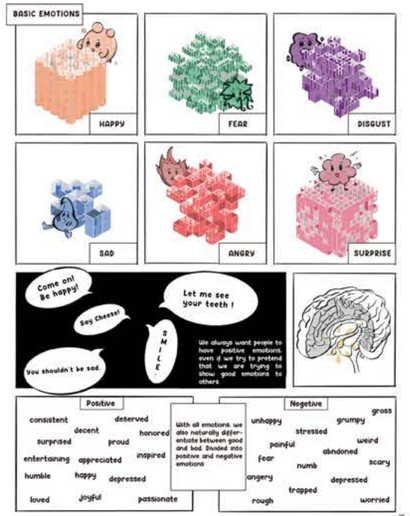
Comic Representation

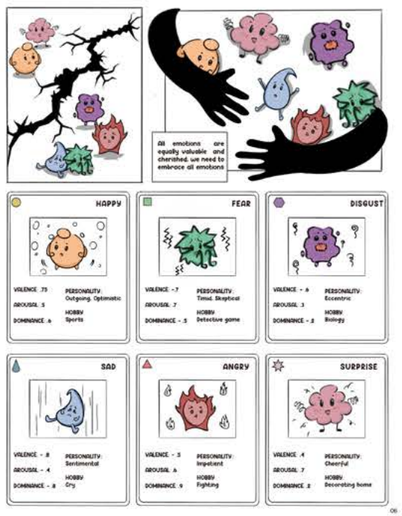


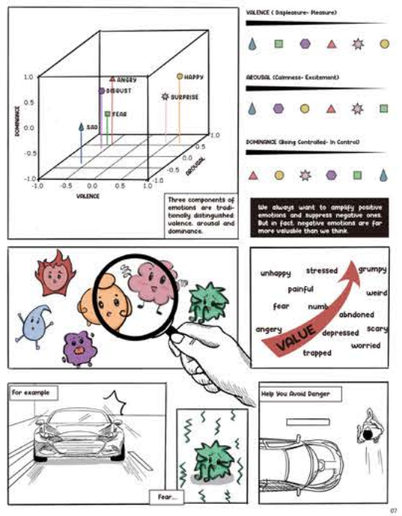


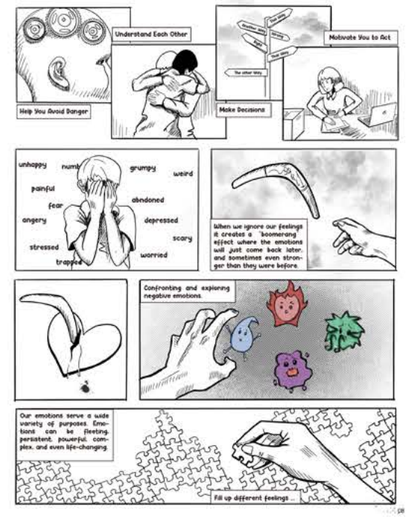


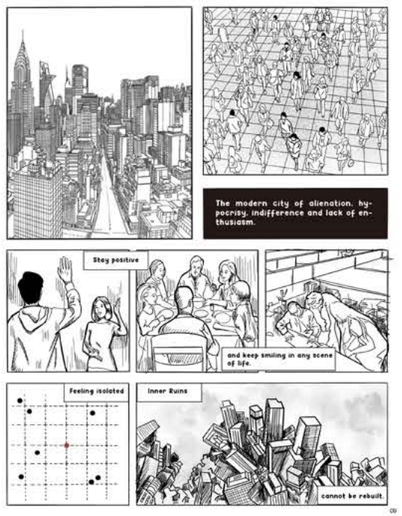


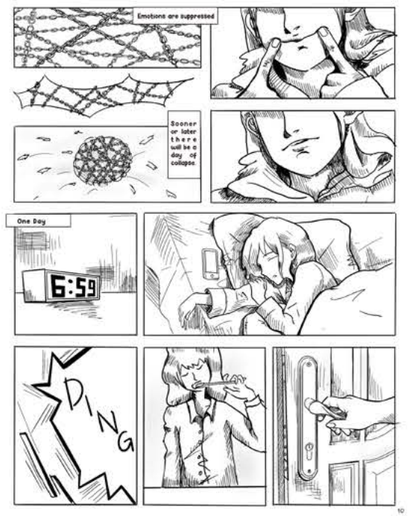


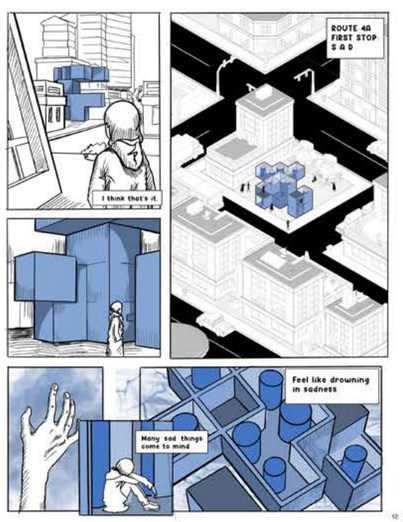


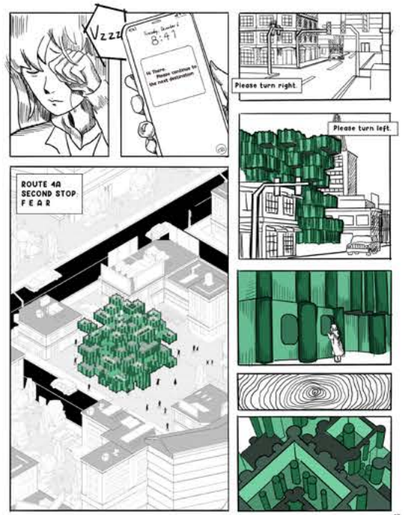


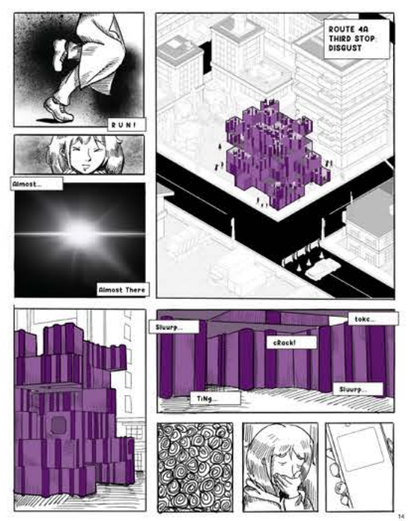


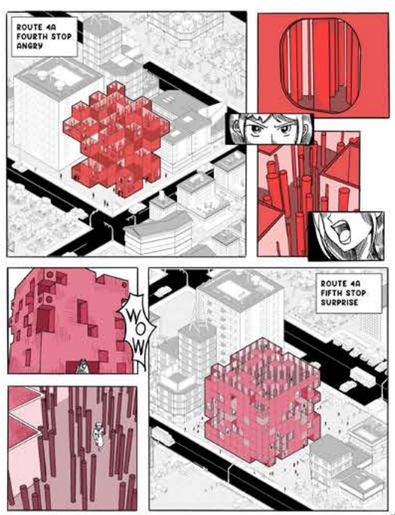


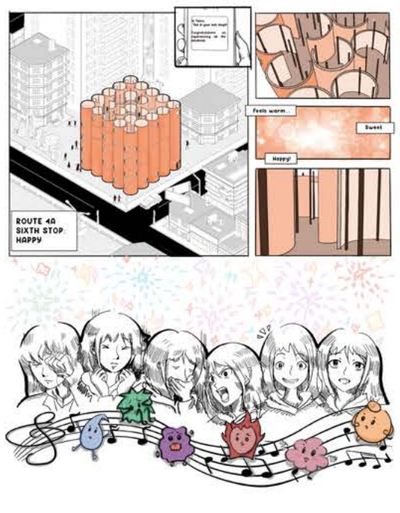












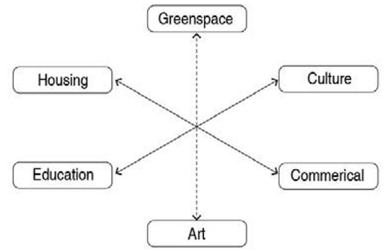
04 COMMUNIAL INTEGRATION

Dudley Square Mix-use Housing project

Architecture Design Studio III, Massachusetts College of Art and Design
One Semester from January to May 2019
Location: Boston, Massachusetts

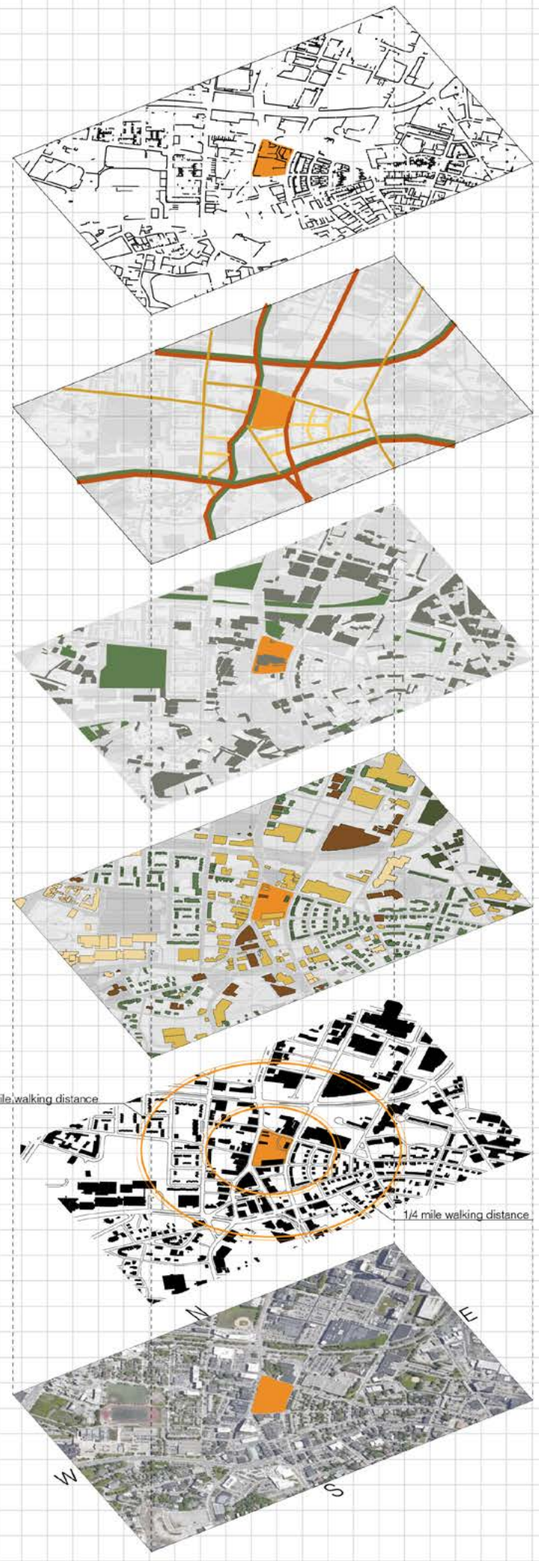
Third Year Project
Individual Work

Instructor: Tamara Roy



The Site is located on the Dudley Square, Roxbury. By 1960 predominantly white Roxbury had become a predominantly black community. It continues as the heart of Boston's African American community and is also home to Hispanic, Caribbean, and Asian families. You'll find wonderful cultural sites that reflect the neighborhood's rich diversity and history. This project is a real project, the government have the plan to change this please and there are several companies is making proposals for the site. We treat this project like experience for real life design. We did a lot of research with the community and we participated their meeting do the interviews and find problems and listen people's needs. After all, we made our own proposal that designs a communal integration. Not only to reflect the culture and art in this neighbor hood but also drives the local economy so that it can continue to prosper in the future.

Site Analysis



Fences

—— Fences

There are a surprising number of guardrails around the site, which not only makes the whole community look very unpopular, but also reflects that the surrou nding security is not very good. Guardrails should be installed to ensure the safety of residents

Traffic & Bus

Traffic
Bus

The busy traffic roads basically overlap with the bus routes. One of the roads that connects the city. The roads around the residential areas are not very busy as the wide city roads.

Green Space & Parking

Parking
Bus

There are not many green spaces arund the site but the bigger green space is belongs to a school, and most of others are city greening. There are large nu mber of parking lots but the usage rate is not high.

Landuse

Residencial
Commercial
Education
Service and Church
Industrial

Figure Ground & Walking Comfortable Zone

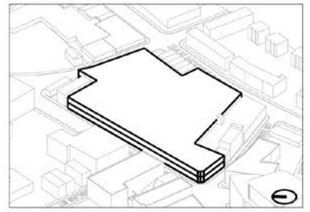
In the two walking comfortable zone, there are com merical store, station, residencial area and public service building including in these circle. The site is located in the central area.

Location

Site

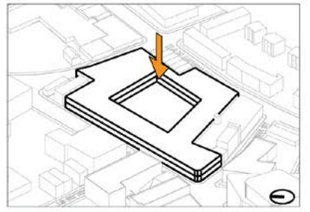
The Site is located in Roxbury which is an African American dominated community. The community ry unpopular, but also reflects that the surrou nding security is not very good. Guardrails should be installed to ensure the safety of resident.

Building formation process



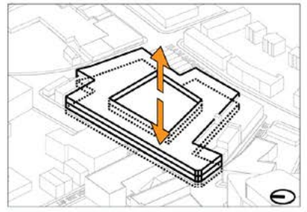
FAR 2

The ratio of a building's total floor area to the size of the piece of land upon which it is built is 2.



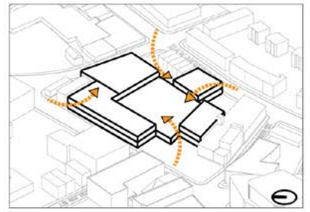
Open Courtyard

The courtyard is surrounded by buildings to create a safe and comfortable public space.



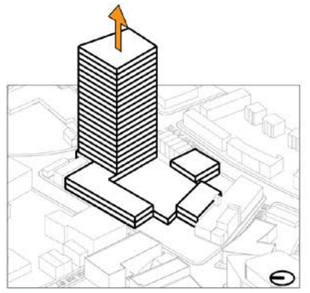
Elevated Courtyard & Parking

The Courtyard is elevated not only can make space safer but also give create more space for parking.



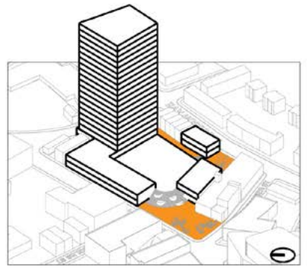
Four Directional Entrances

The entrances face to four different directions to make the green space more open and welcome.



Affordable Housing

The residence tower is provide provide as ma ny rooms as possible in FAR 2 for low-income people.



There two separate spaces are designed for mutifunction. It could be a playground for ch ilderen or could be movable small shop.

Site Interview

Dirty pleace

No destination pleace

No trashcan

No sitting pleace

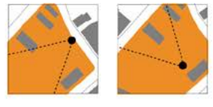
Lifeless

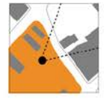
Fences everywhere

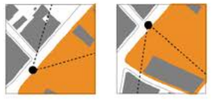
Unsafe

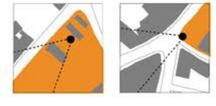
Shut down bussiness

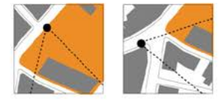
Unwelcome











There is a lack of health and safety in the neighborhood due to a lack of police and city accountability, and that prevents business owners, children, and residents from succeeding.

-- Jamarhl Crawford, Resident and Poet

We have to think about why people are out on the streets as sex workers or drug dealers. When a neighborhood is not afforded any investment, it cannot thrive.

-- Kim Janey, City Councilor

This is not a full representation of Dudley square, so we have to ask if we're ok shopping beside those who aren't here.

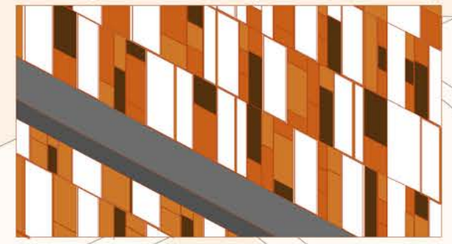
-- Joe Fred ,Resident

There needs to be more density and range of incomes.
Run bussiness on ownership and make own money.

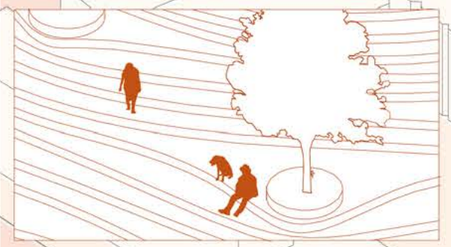
-- Jonathan Haughton, Professor

Axonometric

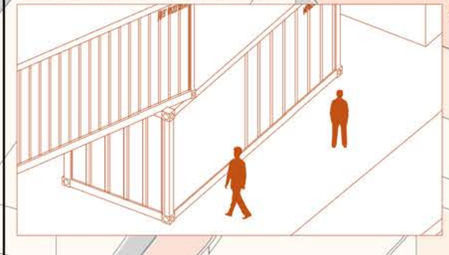
Disigned Panel
The panel have four different closed color which absorbed by srounding envirnmental colors, ti unify the enitity and make the building more harmoeny with srounddings



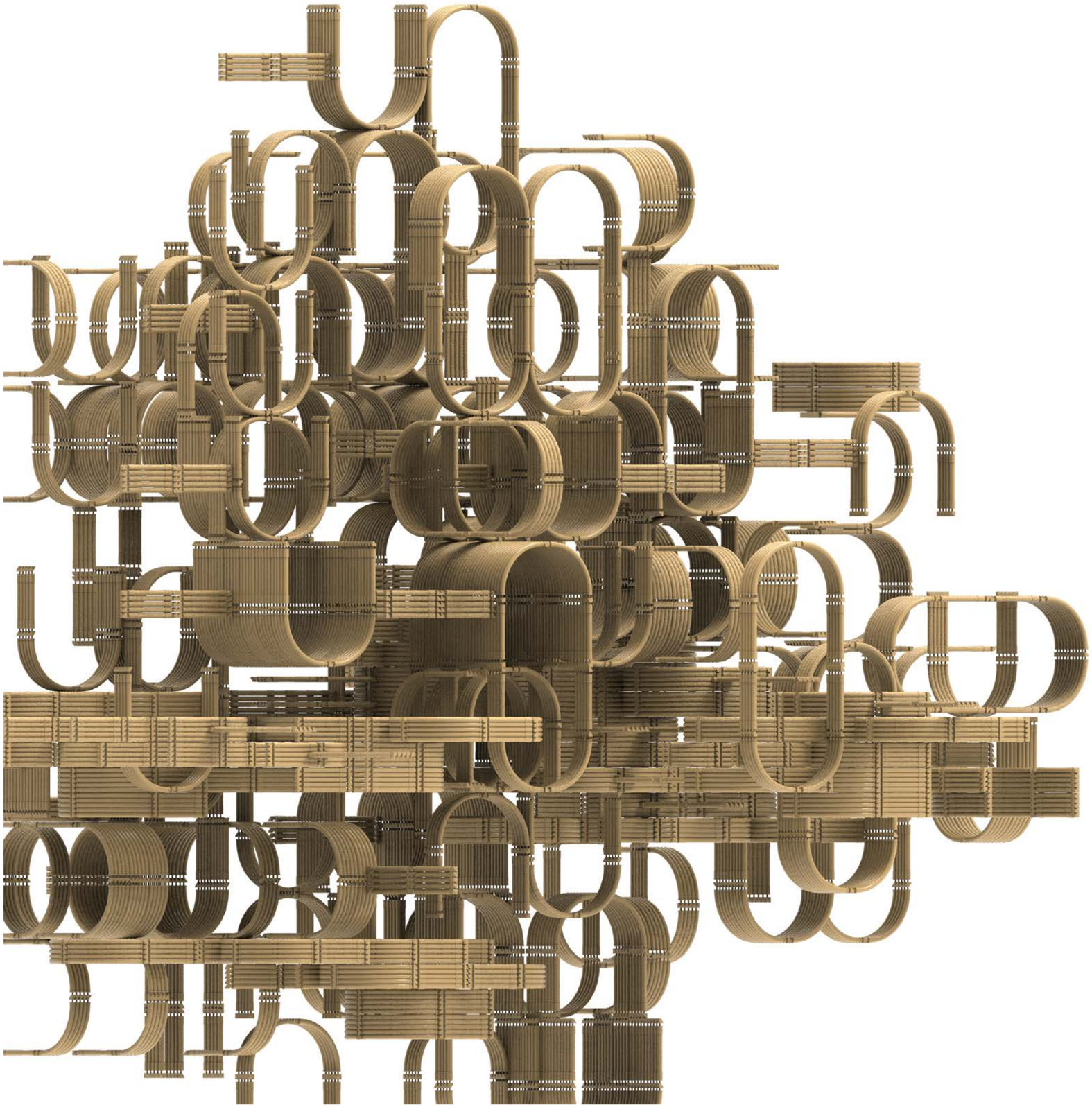
Green Stiar
The waving stair has plants grow on the stair. It's not only create a space for people seat but also improve the envirnment for the nei ghborhood.



Movable shop
The shipcontainers are redesigner for small bussiness. The room is not very wide but en ough for the small bussiness to operate. If the square has other activies the shipconti- aner are really eay to move.



Store Front
The Store has big window face to street to create a welcoming atmosphere to make the neighborhood more harmonious.

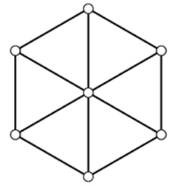


05 ENDLESS AGGREGATION

Building Components Facade Design project

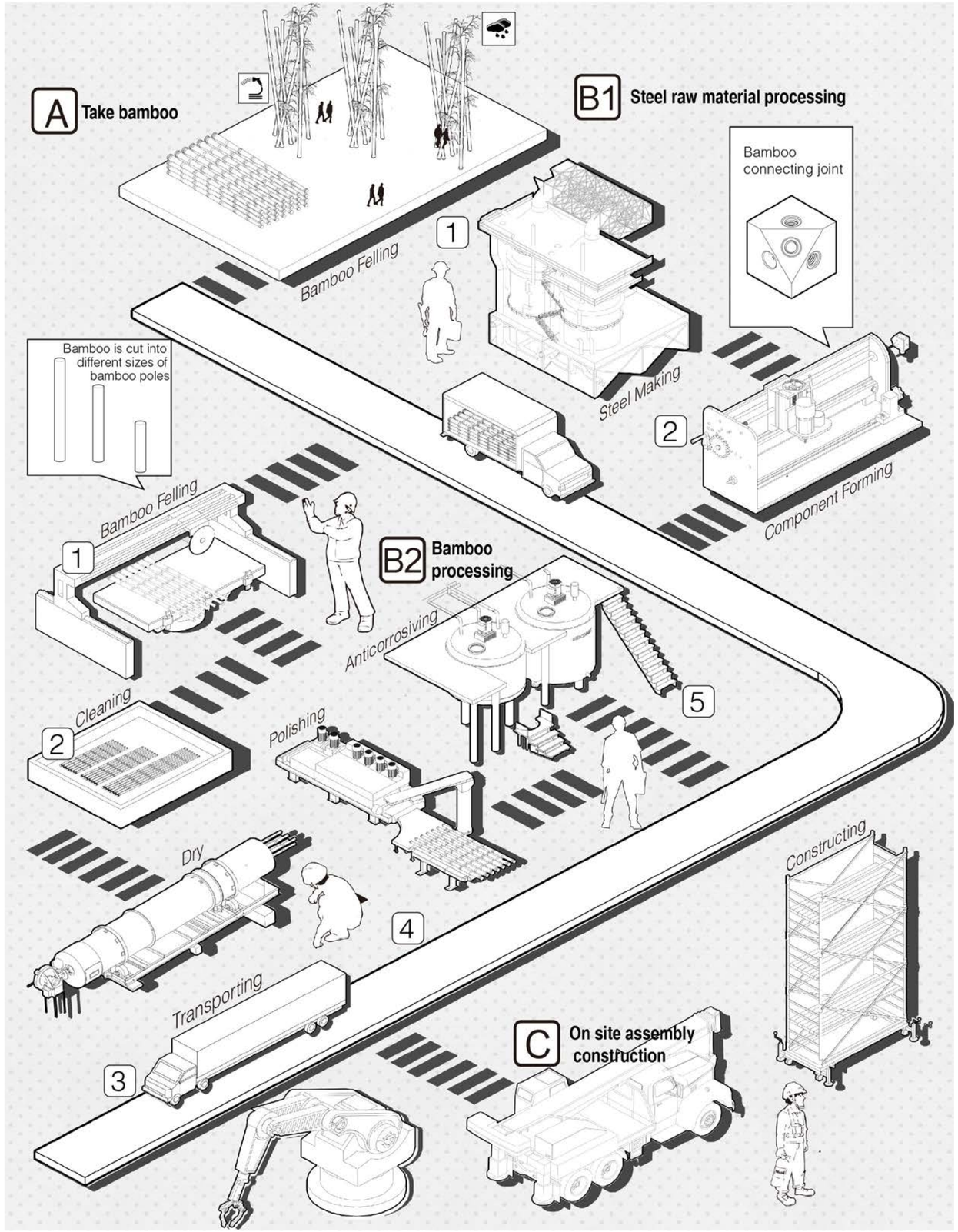
ASRI Summer Camp
One Month, July 2020

Group Work
Contribution: Concept design, Pre-phase analysis, Rhino modeling, Post production
Team: Wenjie Wang, Jiawei Shuang
Instructor: Haoyi Chen



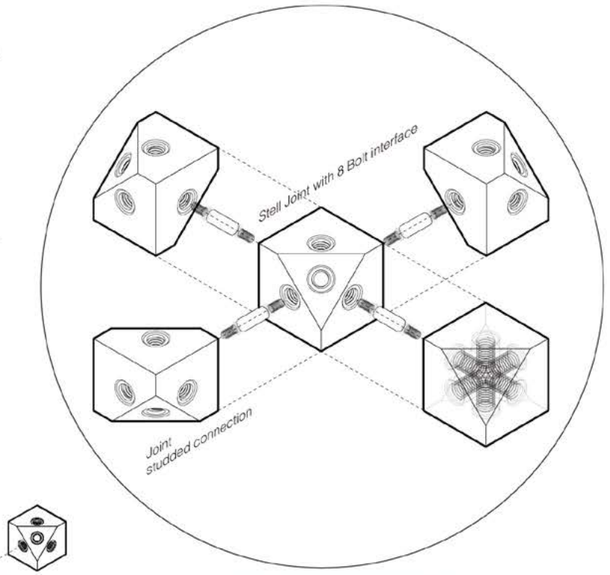
Prefabricated architecture as an efficient form of architecture, it is widely used in more and more countries. In the era of prefabricated architecture, can we apply some simple components based on digital algorithm to explore the new form of prefabricated architecture? In this design research, we will focus on the scaffolding joint, mortise and tenon joint, Prefabricated module and soon. The components that we gonna use in the projects have different numbers of connections, in certain way, it increases the diversity of structure, form and morphology compare to the scaffolding space. During the design process, I use the algorithm to simulate the placement of the pipe and joint and the aggregation of the architectural scale components. Our group is focus on the Bamboo Material. Use bamboo as the raw material to design the basic units and joints. Use Grasshopper to discover the generation passibilities. Thus generate the sapce for people live.

Production Flow Chart

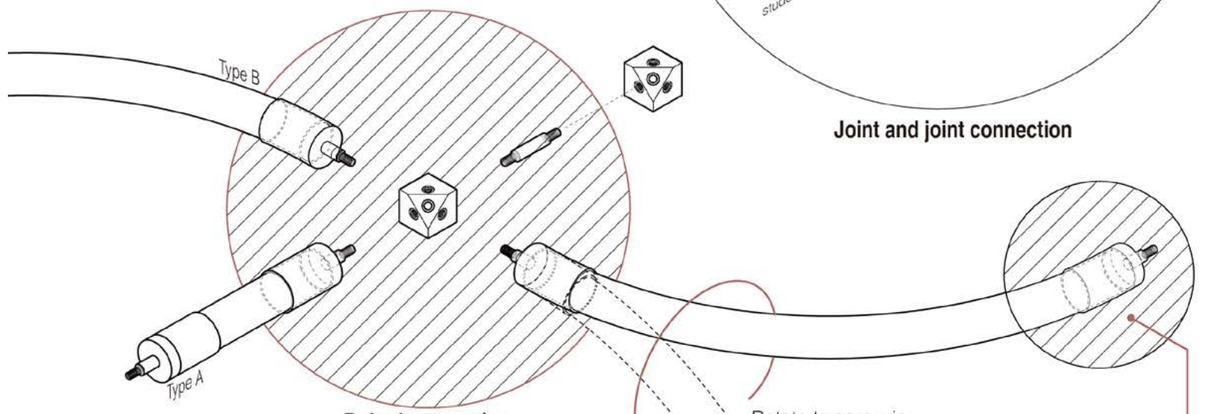


Connection Diagram

Joint and joint connection: The double direction bolts helps the joints to connect each other, the joint hass eight bolts interface which can have a lot of possibilities to joint together. Joint and bamboo connection: Two ends of the bamboo have a steel sle eve with bolt. The bamboo tube can connect with the joint by it self. Thus, the structure can easy to remove and easy to install.

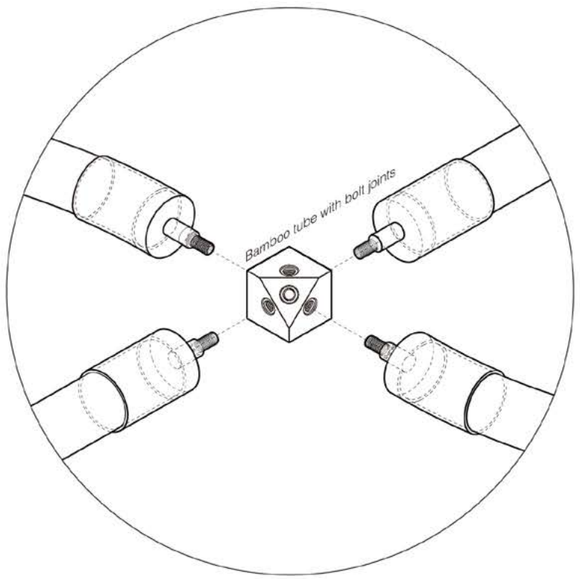


Joint and joint connection

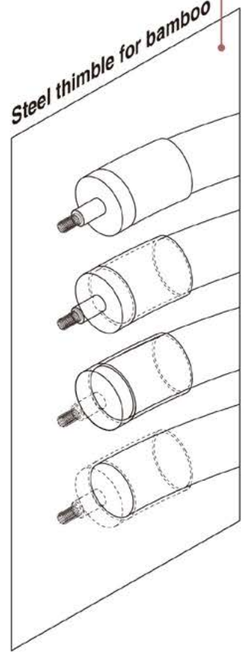


Bolted connection

Rotate to screw in



Joint and bamboo connection



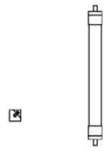
Sturcture Generate Diagram

PROPERTIES

Stability
Manufacturing difficulty
Geometric freedom
Reversibility
The efficiency of scaling up
The complaxity of computation

low value — high value

Type 1 long straight bamboo tube & joints

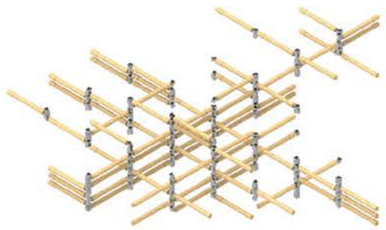


Iteration 250
The number of the Type B: 250
Total length: 250m

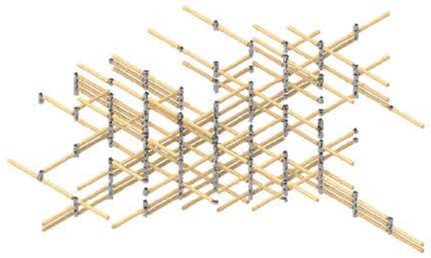
Iteration 500
The number of the Type B: 500
Total length: 500m

Function: Floor, Ceiling

Iteration 250



Iteration 500

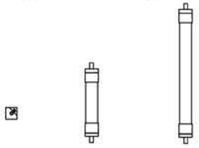


PROPERTIES

Stability
Manufacturing difficulty
Geometric freedom
Reversibility
The efficiency of scaling up
The complaxity of computation

low value — high value

Type 2 long and short straight bamboo

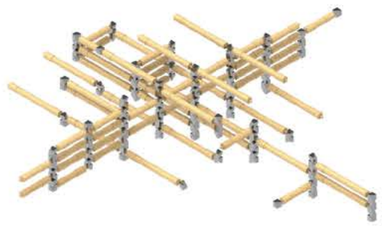


Iteration 250
The number of the Type A: 87
The number of the Type B: 163
Total length: 207m

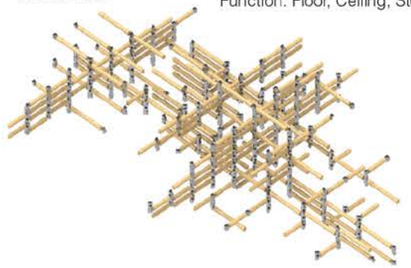
Iteration 500
The number of the Type A: 153
The number of the Type B: 347
Total length: 424m

Function: Floor, Ceiling, Stucture, Wall

Iteration 250



Iteration 500

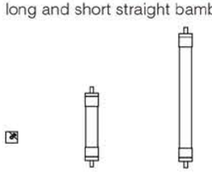


PROPERTIES

Stability
Manufacturing difficulty
Geometric freedom
Reversibility
The efficiency of scaling up
The complaxity of computation

low value — high value

Type 3 long and short straight bamboo tube



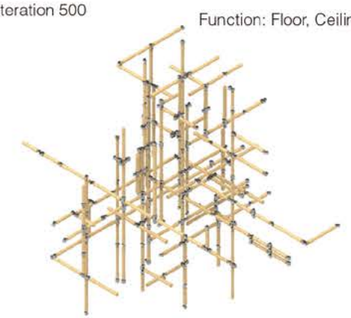
Iteration 250
The number of the Type A: 96
The number of the Type B: 154
Total length: 202m

Iteration 500
The number of the Type A: 212
The number of the Type B: 288
Total length: 394m

Function: Floor, Ceiling, Stucture, Wall

Iteration 250

Iteration 500



PROPERTIES

Stability
Manufacturing difficulty
Geometric freedom
Reversibility
The efficiency of scaling up
The complaxity of computation

low value — high value

Type 4 Curved bamboo tube & joints

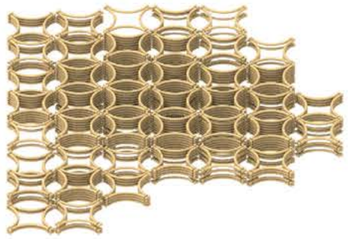
Iteration 250
The number of the Type C: 250
Total length: 393m

Iteration 500
The number of the Type C: 500
Total length: 786m

Function: Floor, Ceiling, Stucture

Iteration 250

Iteration 500



PROPERTIES

Stability
Manufacturing difficulty
Geometric freedom
Reversibility
The efficiency of scaling up
The complaxity of computation

low value — high value

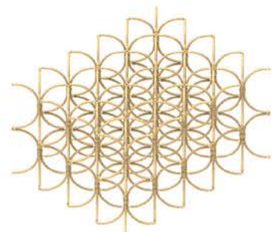
Type 5 Curved bamboo tube & joints

Iteration 250
The number of the Type C: 250
Total length: 393m

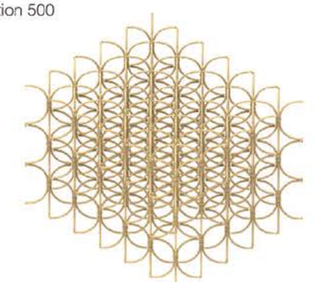
Iteration 500
The number of the Type C: 500
Total length: 786m

Function: Floor, Ceiling, Stucture

Iteration 250



Iteration 500

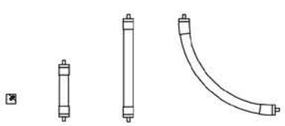


PROPERTIES

Stability
Manufacturing difficulty
Geometric freedom
Reversibility
The efficiency of scaling up
The complaxity of computation

low value — high value

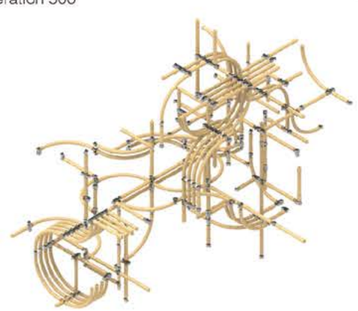
Type 6 All kinds of bamboo tube& joints

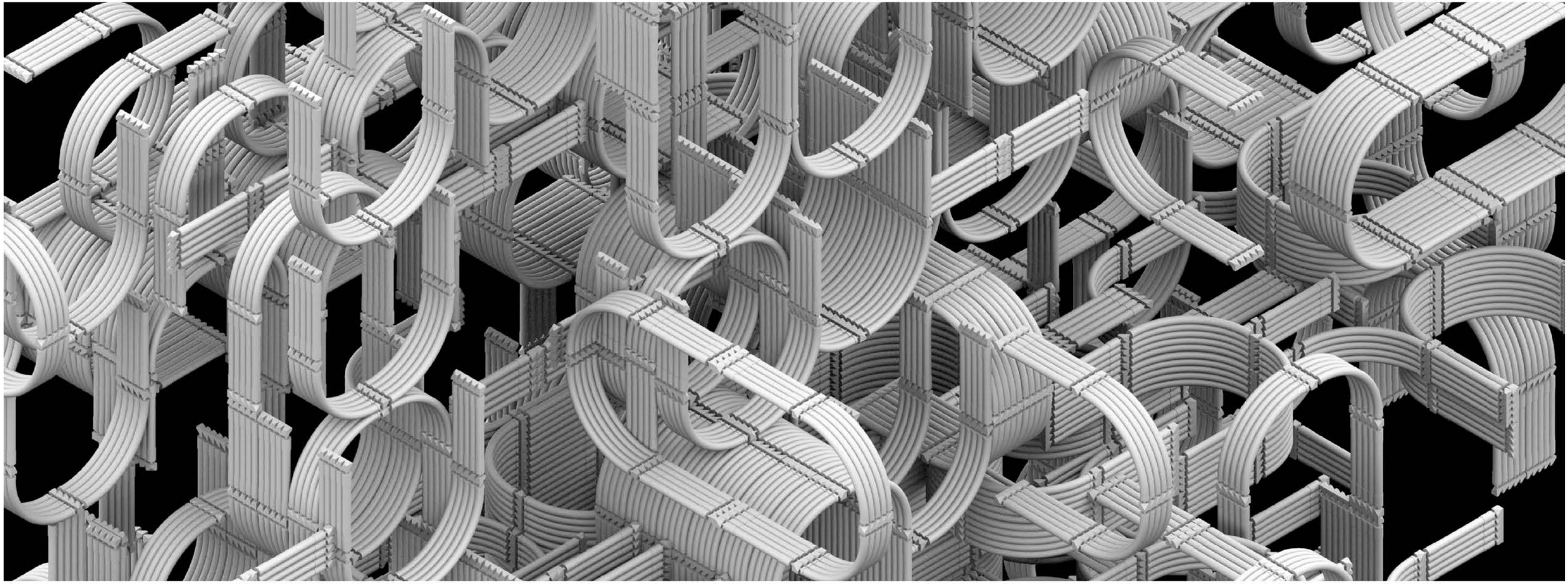


Iteration 250
The number of the Type A: 43
The number of the Type B: 116
The number of the Type C: 91
Iteration 500
The number of the Type A: 93
The number of the Type B: 231
The number of the Type C: 176
Total length: 280m, 554m
Function: Floor, Ceiling, Stucture, Stair

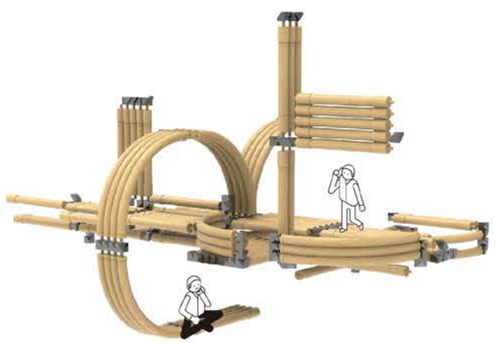
Iteration 250

Iteration 500



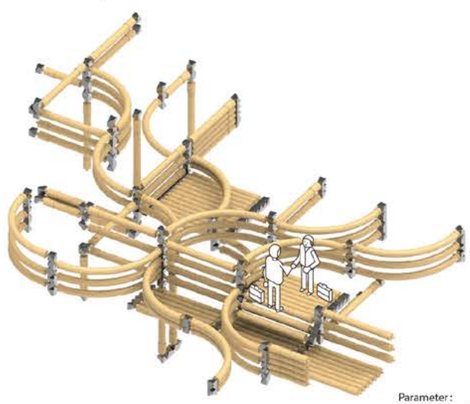


Generated Space B



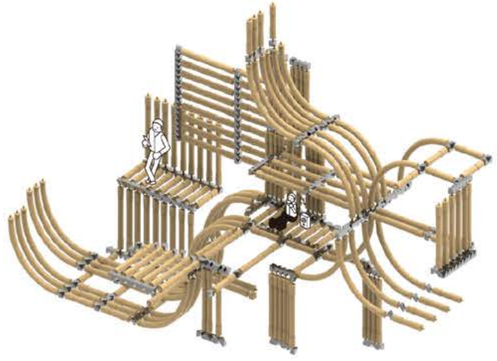
Parameter:
The number of the Type A: 28
The number of the Type B: 75
The number of the Type C: 24
The number of the Type D: 159
Total length: 127m

Generated Space C



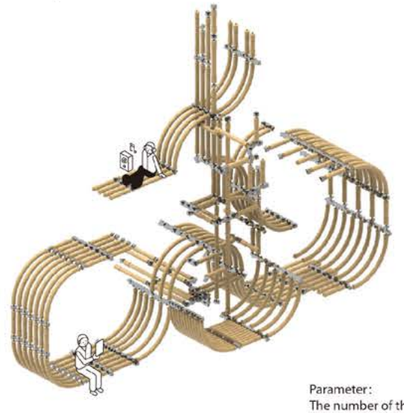
Parameter:
The number of the Type A:12
The number of the Type B: 73
The number of the Type C: 37
The number of the Type D: 146
Total length: 137m

Generated Space D



Parameter:
The number of the Type A: 39
The number of the Type B: 93
The number of the Type C: 31
The number of the Type D: 196
Total length:162m

Generated Space A



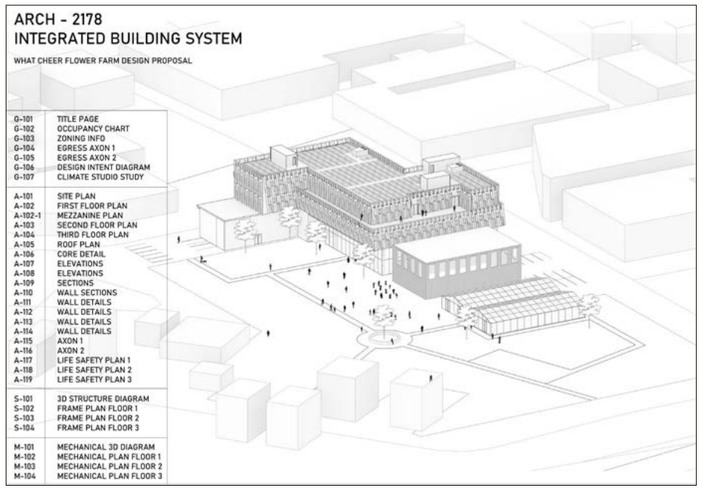
Parameter:
The number of the Type A: 92
The number of the Type B: 36
The number of the Type C: 98
The number of the Type D: 212
Total length: 233m

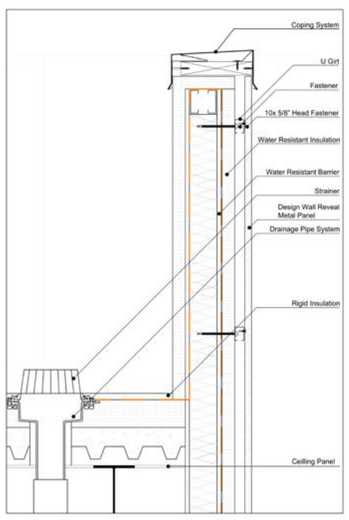
06 INTEGRATED BUILDING SYSTEM

What Cheer Flower Farm Design Proposal

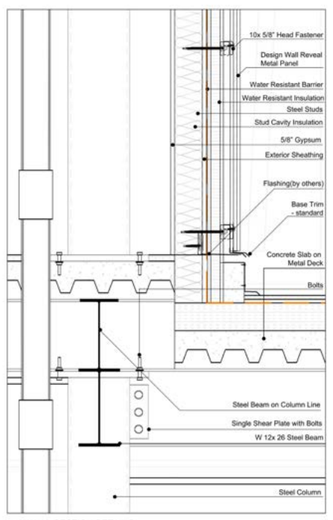
IBS Rhode Island Schol of Design
October 2022
Location: Providence,RI

Group work with Cong Li, Mengfei Sun, Haochen Meng
Instructor: Jonathan Knowles

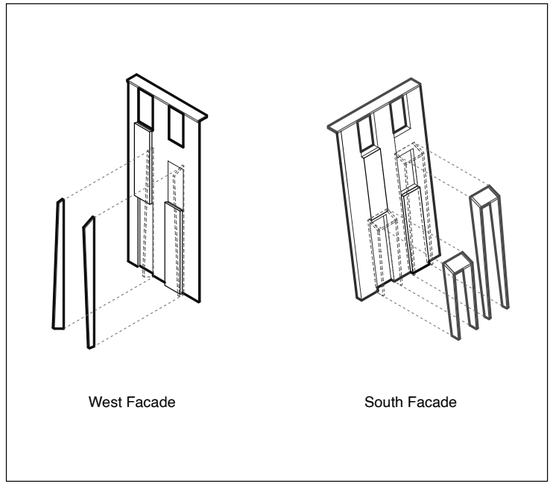




A WALL SECTION DETAIL A
1-1/2" = 1'-0"



B WALL SECTION DETAIL B
1-1/2"= 1'-0"

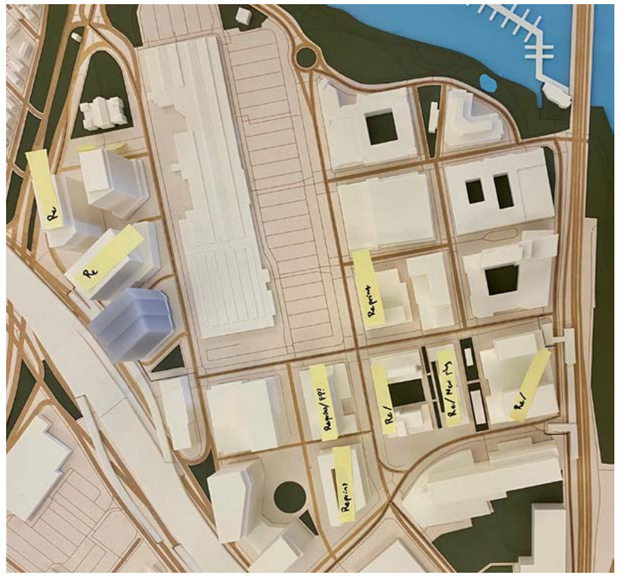


2rd Floor Interior Wall and Structure

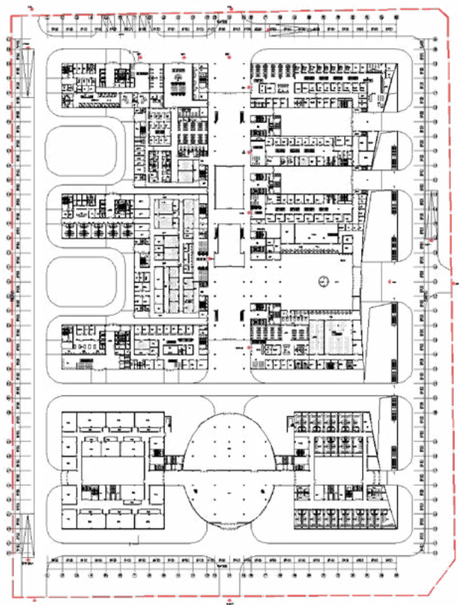
Professional Work

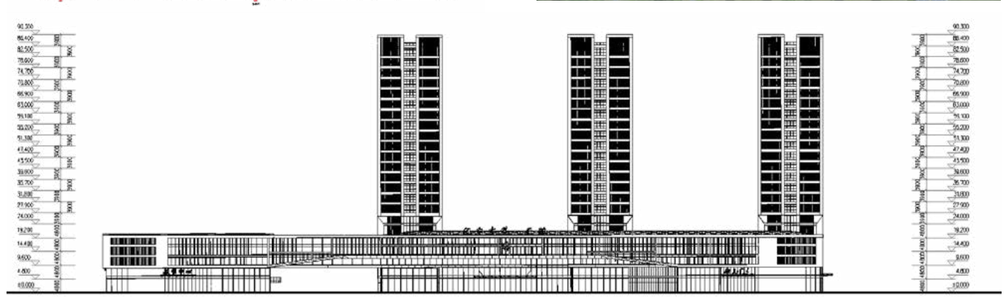
Baoding Hospital
June 2019
Baoding, China
Internship
Architecture Project
Tasks: Site Plan, CAD drawings,Diagramatic drawings, Presentation.

Puzhehei Primary school
June 2019
YunNan, China
Internship
Architecture Project
Tasks: Sketchup modeling, CAD drawing, Presentation.



Somerville Site Model
June, 2022
Somerville, Boston
Internship
Tasks: 3D print site model.





Prezel Pedestrain
July 2022
Cambridge, Boston
Internship
Pedestrian Design Project
Tasks: Schematic Design, Presentation, Render, Sketchup and Rhino modeling.