

Paul Wang

Selected Works

*Master of Architecture
UC Berkeley College of Environmental Design
2023*

Cirriculum Vitae

Education

Master of Architecture 2020-2023
University of California, Berkeley

Bachelor of Science in Civil Engineering 2014-2019
National Taiwan University

Experience

Junior Developer 2023-Present
FLOZ. Inc.

Graduate Student Researcher 2022-2023
Dr. Maria Paz Gutierrez, UC Berkeley

Technical Artist 2022-2023
XR Lab, UC Berkeley

Junior Designer 2019-2020
S2 Design Architect & Associates

Teaching Assistant 2018-2021
National Taiwan University

Awards

Chester Miller Fellowship 2023
For outstanding thesis project

Ministry of Education (Taiwan) Scholarship 2022
For distinguished graduate works

Skills

Software
Architecture: Rhino, AutoCAD, Grasshopper, Sketchup, Revit
Mixed Media: Unreal Engine, Unity, Blender, Maya, Adobe Suite
Programming: C++, C#, Java, Python

Technical Skills
Parametric Design, Virtual Reailty, Animation, 3D-printing,
Robotic, Photogrammetry

Contents

Architecture Studio

Cafe Verde Acero
Folding Light
Tintagel Pedestrian Bridge

Built Projects

Bike Shed
Shed II
Platform Renovation

Research

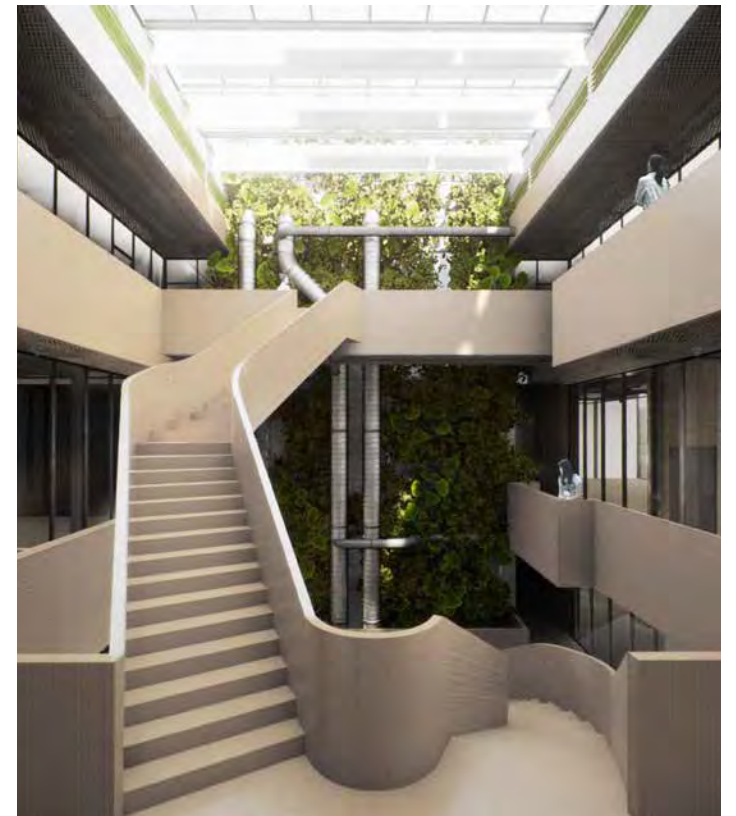
Parakeet Perch



Detours & Deviations
detoursdeviations.myportfolio.com



Animation Reel
<https://youtu.be/8uDjEs0tmlo>



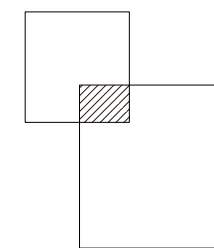
Cafe Verde Acero

Integrated Studio Fall 2022
 Paul Wang, Qingyue Gao
 Advisor: Simon Schleicher

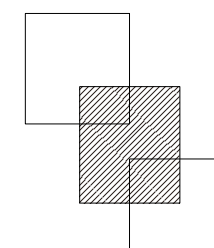
Location: 1298 Valencia St, San Francisco
 Software: Rhinoceros, Karamba, VRay, Unreal Engine

Cafe Verde Acero is a four storeyed coffee roastery located in the Mission District of San Francisco. The coffee-making process involves a variety of machinery, which the interior thematically echoes with the juxtaposition of natural elements with industrial objects along the concrete walls.

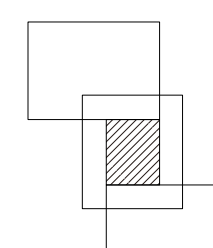
The spacious atrium puts the Coffee Production zone as the performance stage, while the fragrance of coffee and the green permeate within the space.



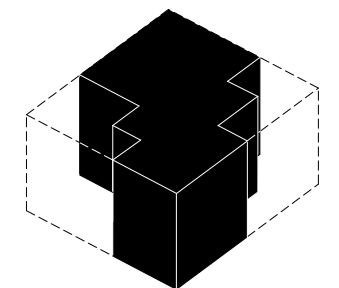
OVERLAPPING ZONES

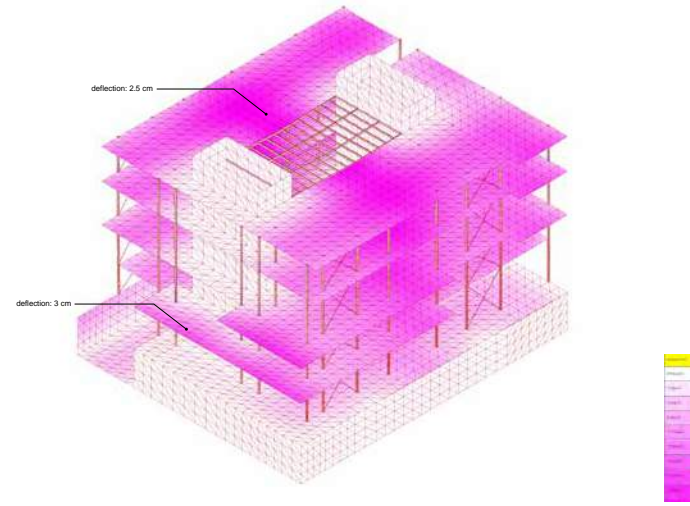


PUBLIC, PRIVATE, CENTER COFFEE STAGE

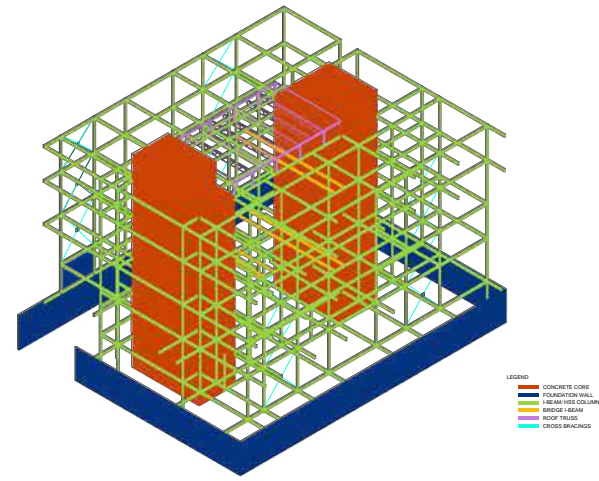


THE ATRIUM

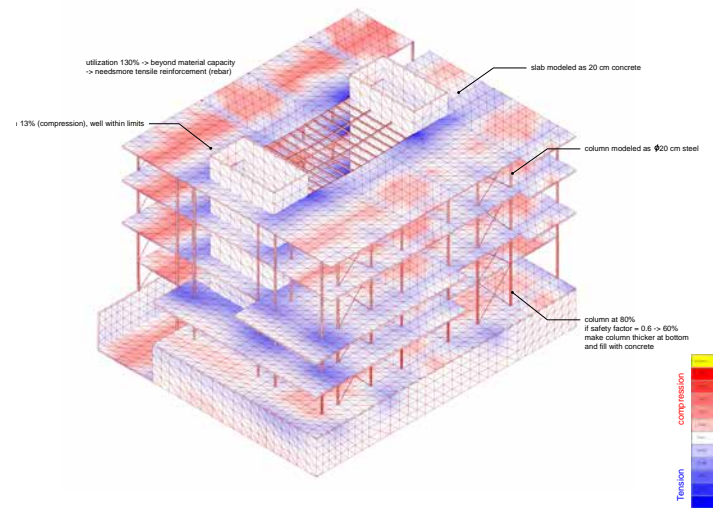




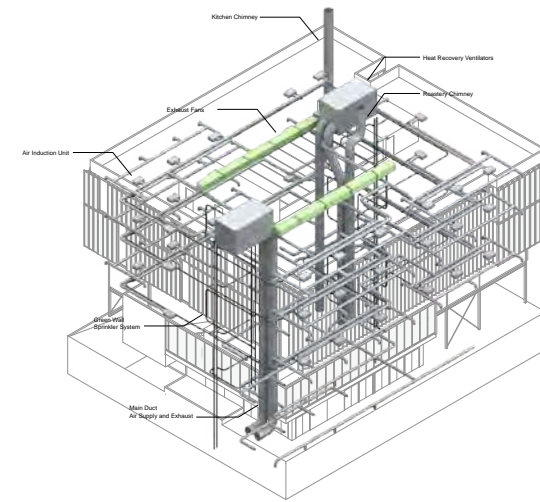
Deflections



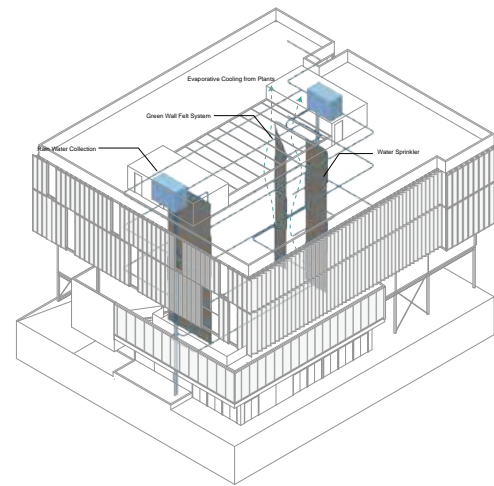
Structural Members



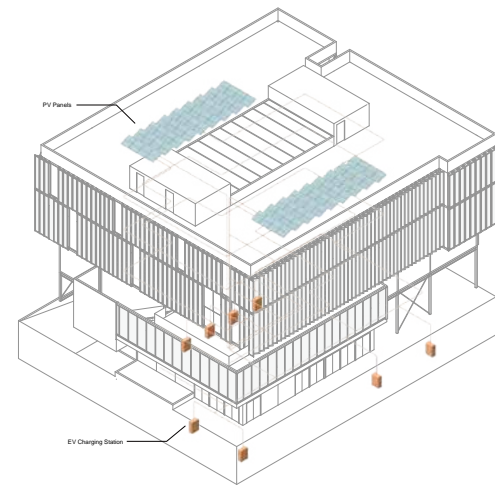
Utilization



MEP System

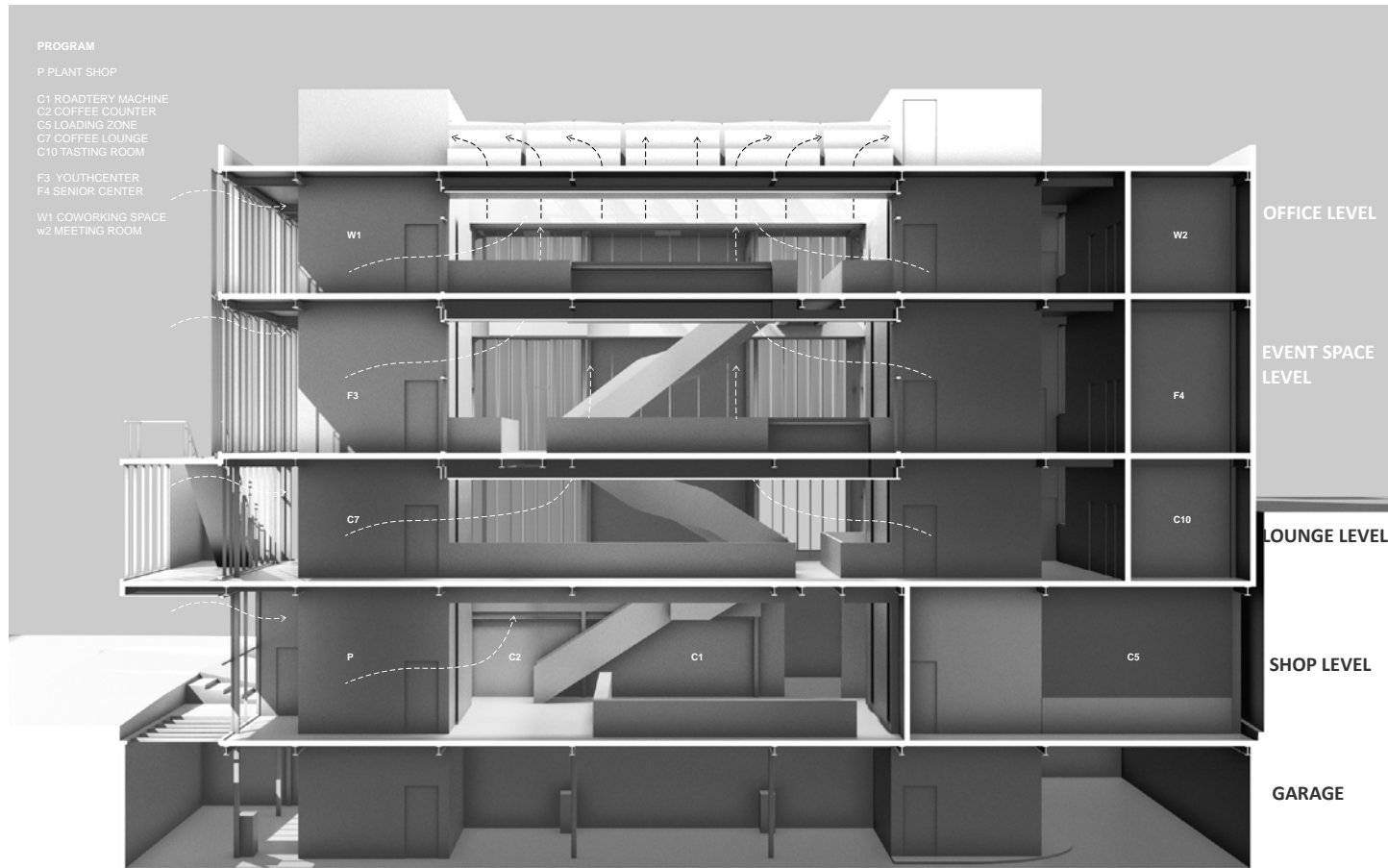


Water System

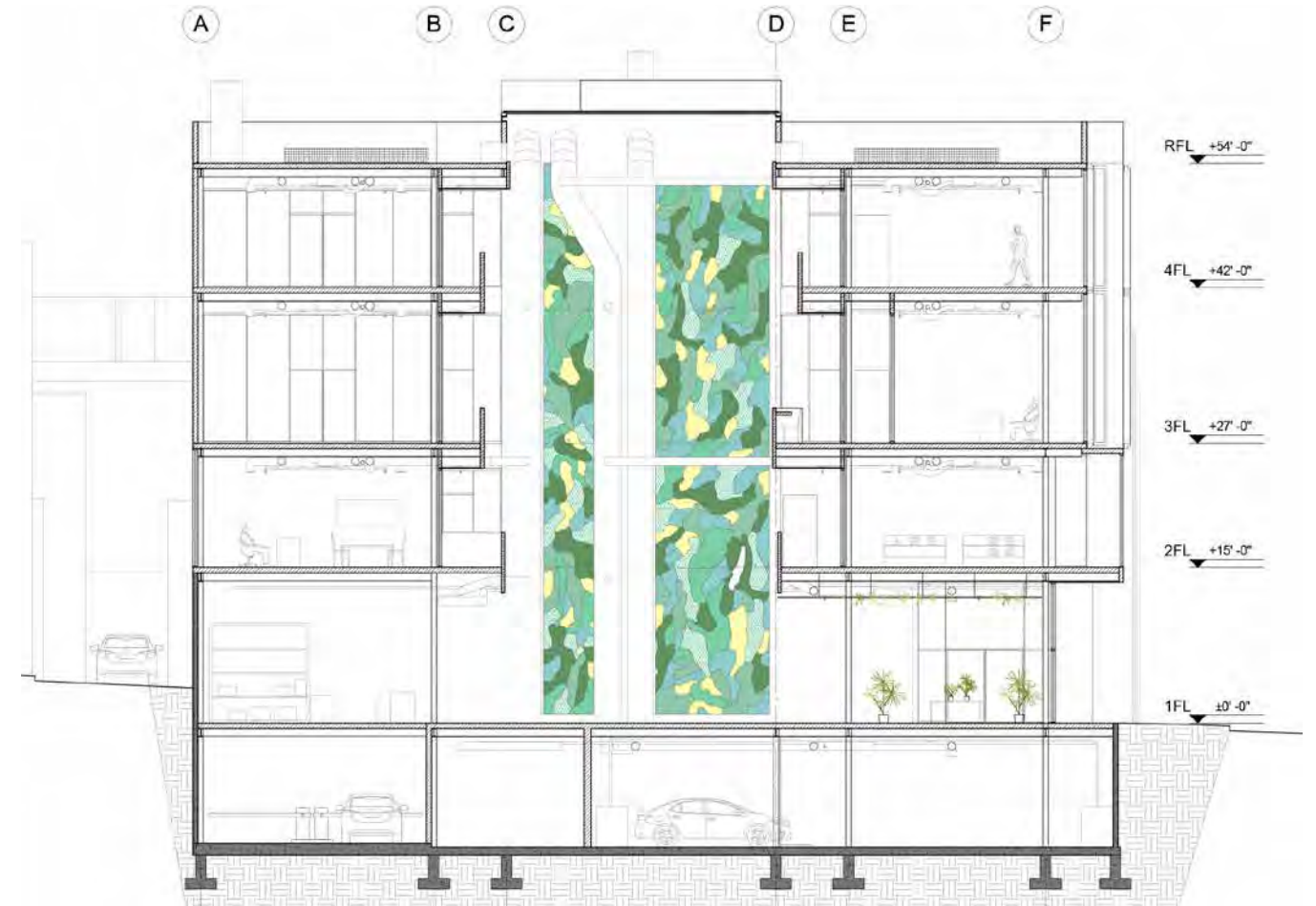


Electrical System





West Section Ventilation Diagram



North Section Green Wall



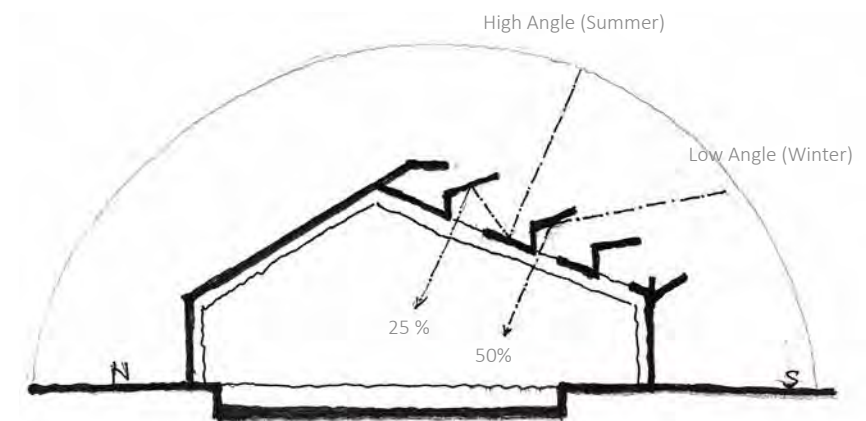
Folding Light

Advanced Study of Energy & Environment Fall 2022
 Collaborated Group Project
 Advisor: Luisa Caldas

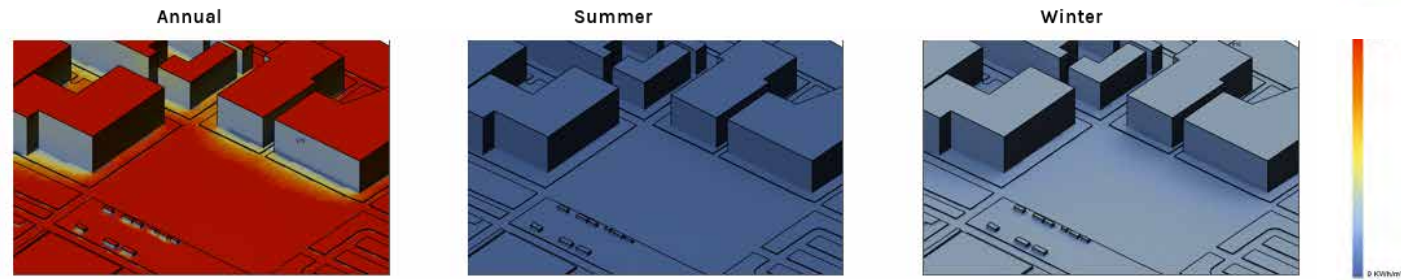
Location: 650 Nelson Rising Ln, San Francisco
 Software: Rhinoceros, Climate Studio, Unreal Engine

The design approach takes soft lighting as its main initiative. The development and negotiation between daylighting and thermal strategies looked at indirect lighting to deliver a comfortable swimming experience.

The project utilized EnergyPlus (ClimateStudio) to perform climate & energy analysis. Initial challenge involved high solar glare, suboptimal insulation, poor natural ventilation and high EUI results. These insights lead to optimizing material properties and building schedules for better building performance.



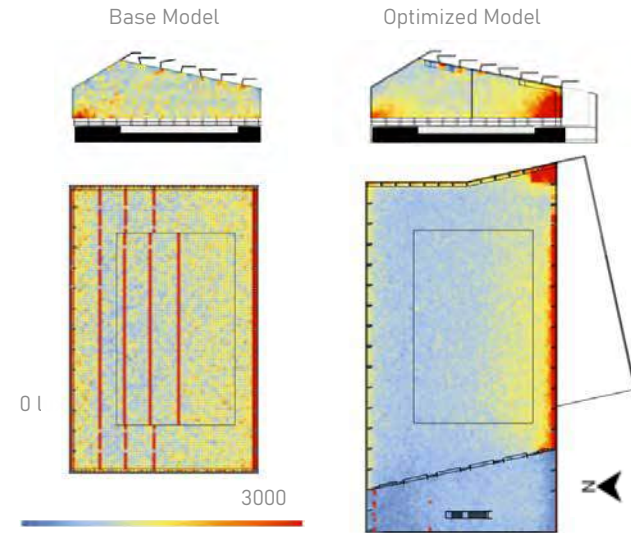
Site Analysis- Solar Radiation



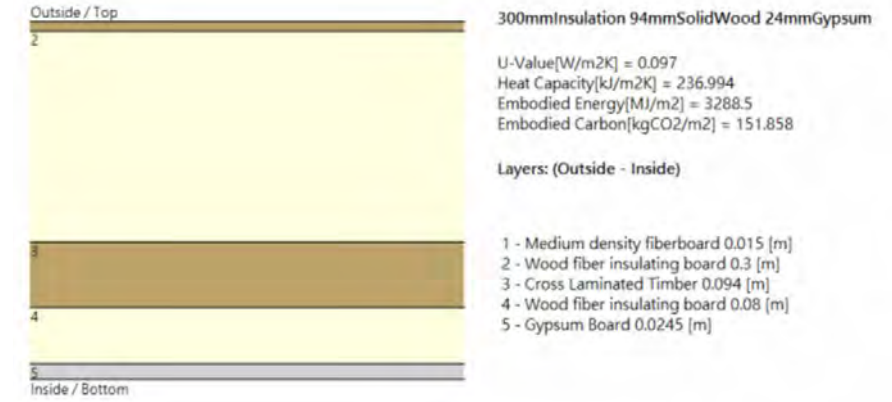
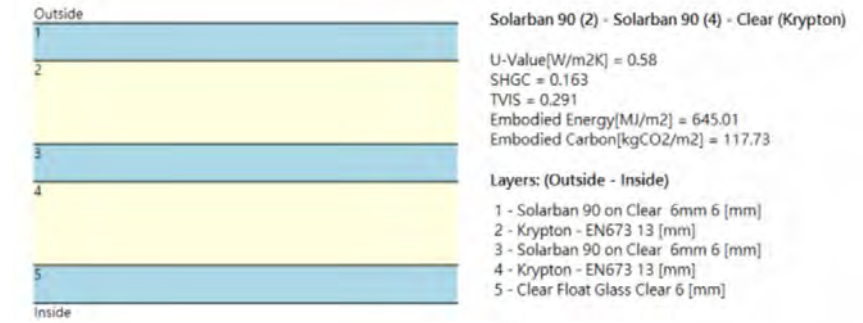
Natural Ventilation Strategy

Base Model Mean Daylight Factor (DF) - 19.7%
Optimized Model Mean DF - 2.0%

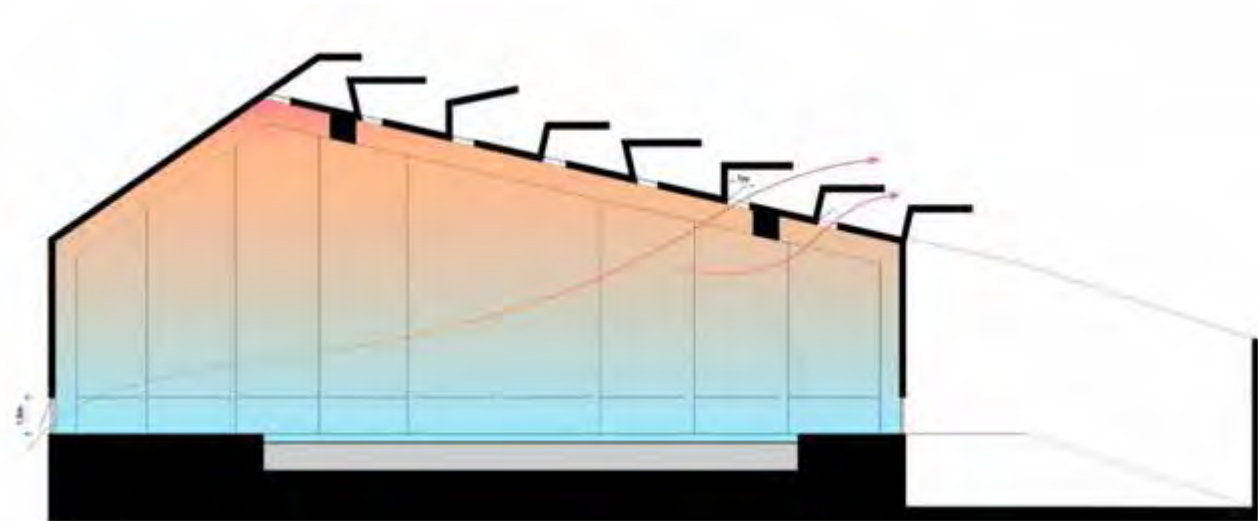
The CLT timber frame shears at an angle of 13 degrees to the west to better shade the afternoon sun. The optimized model was able to reduce the mean daylight factor from 19.7% to 2% (minimum requirements is between 2% to 5%). Although DF exceeds 5% around the perimeter (seen on plan), the core area for swimming remains comfortably lit.



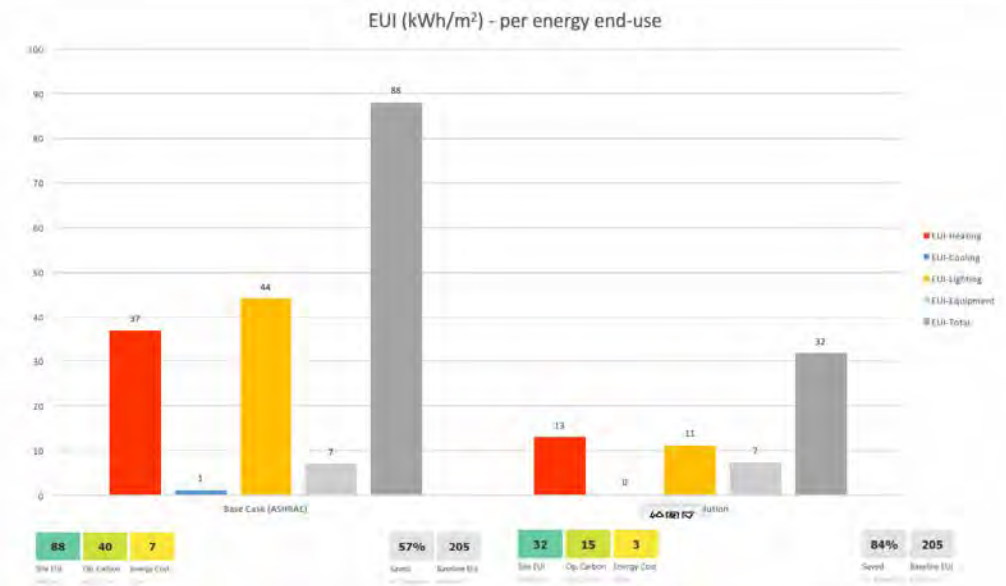
Natural Ventilation Strategy



Insulation Strategy



Natural Ventilation Strategy



EUI Improvements



Tintagel Pedestrian Bridge

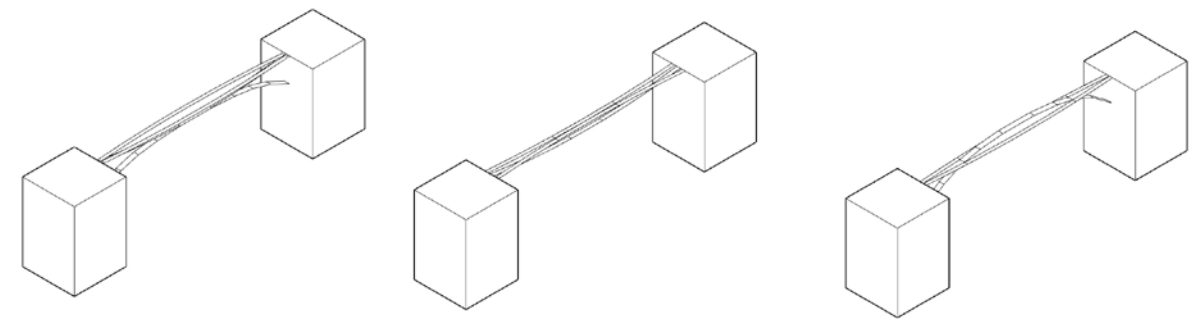
Introduction to Structures Fall 2021
 Collaborated Group Project
 Advisor: Simon Schleicher

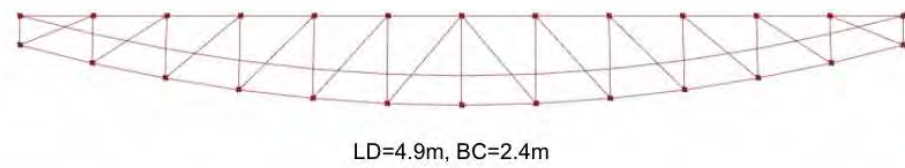
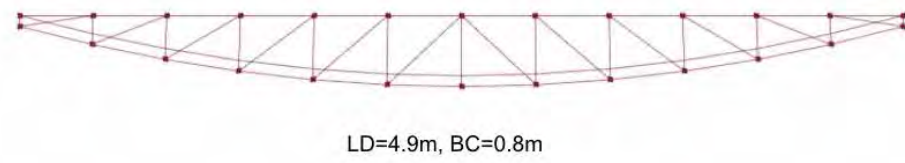
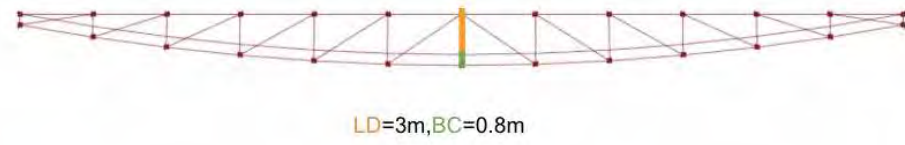
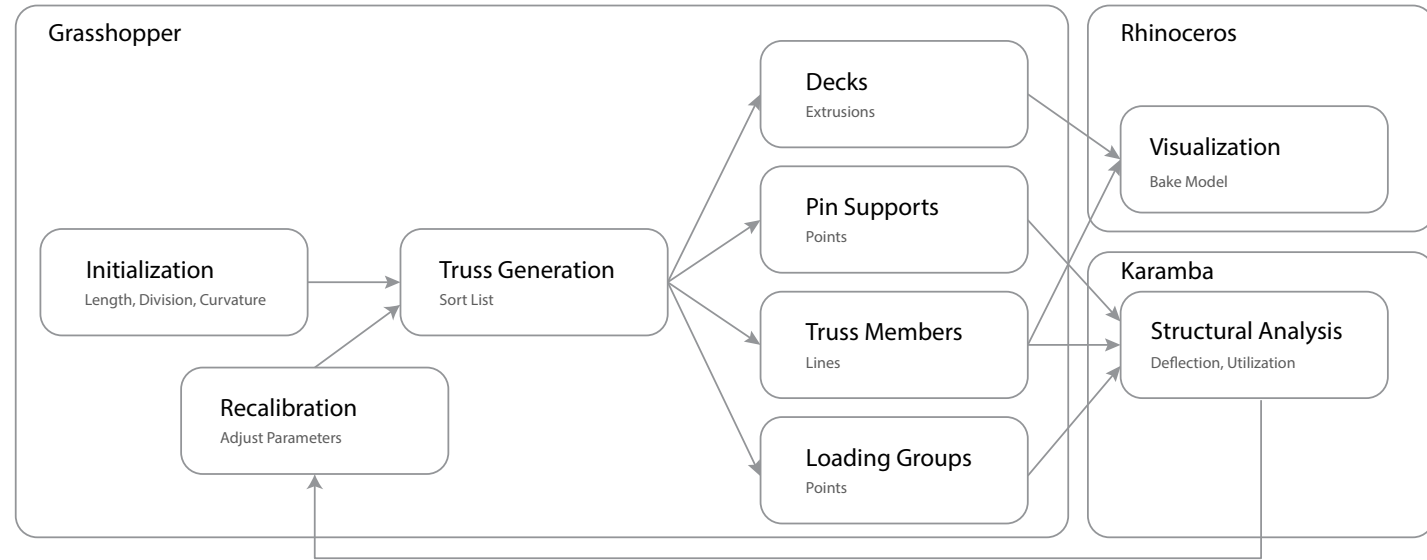
Location: Tintagel Castle, Cornwall, UK
 Software: Rhinoceros, Karamba, V-Ray

Tintagel Castle sits on the peninsula of Tintagel Island, its natural terrain keeping itself well-isolated over Centuries. The site used to be a medieval fortification, and has now become a popular tourist attraction for its ancient ruins and fantastic view.

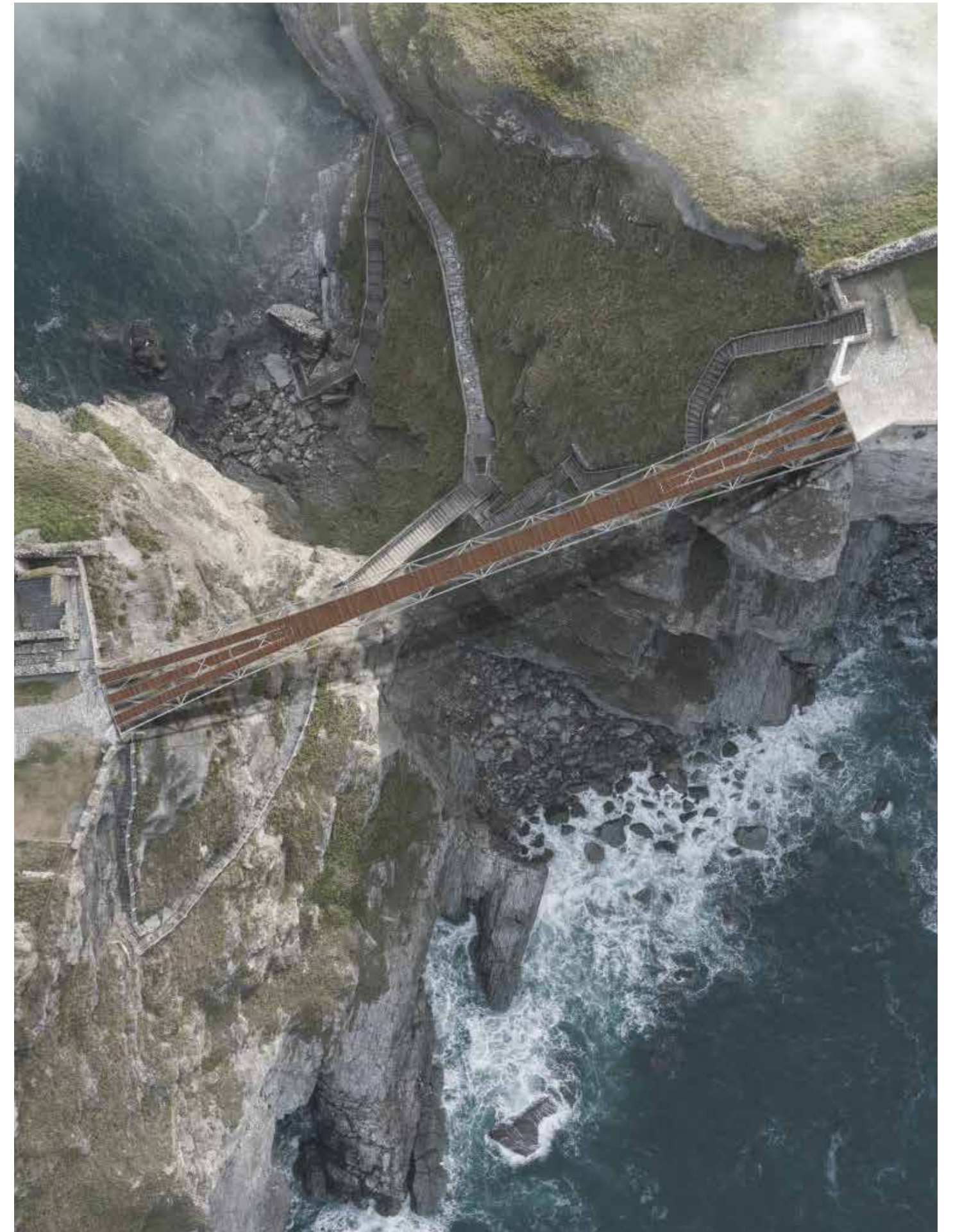
Away from busy towns, this secluded rock grants entry only to humbled pedestrians. In return, travelers are enveloped with breathtaking scenes as they traverse across. The truss creates oscillating paths for visitors to delve and to immerse between the ocean, the hills, and the sky.

I am responsible for Grasshopper scripting and Karamba structural simulations.





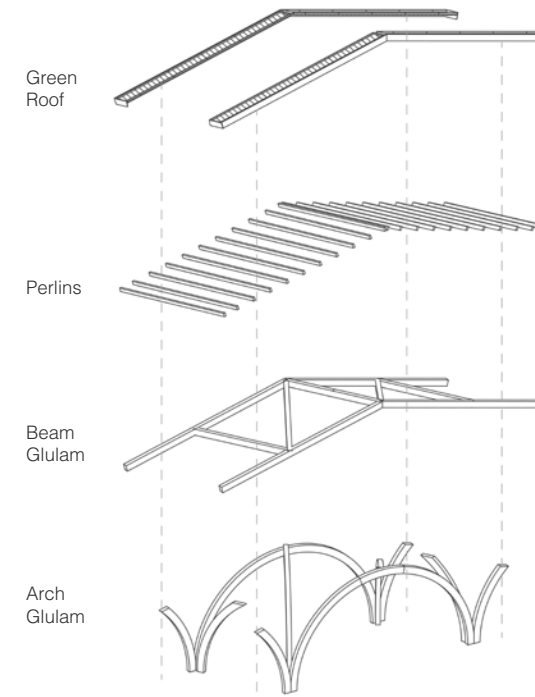
Lower Deck(LD), Bottom Chord(BC)



Bike Shed

Civil Engineering Capstone Spring 2018
 Collaborated Class Project
 Instructor: Herve Capart, Masatoshi Tomita

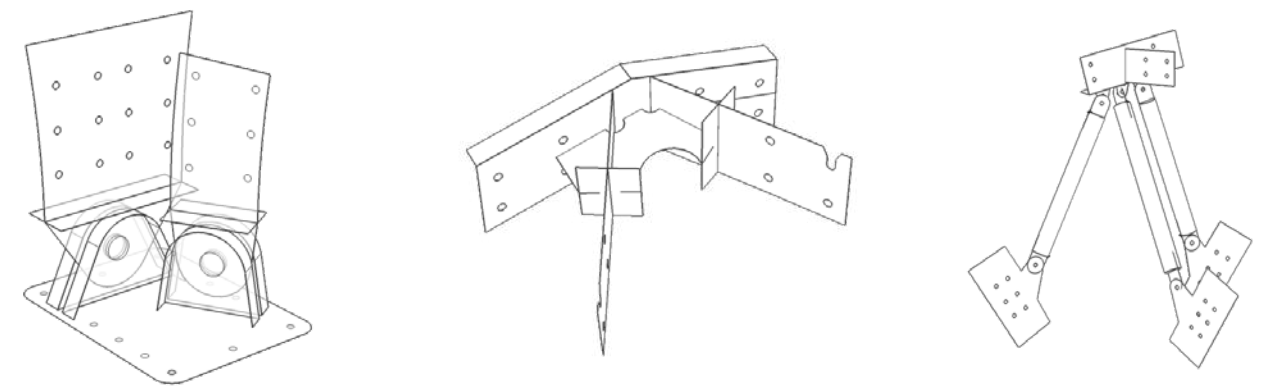
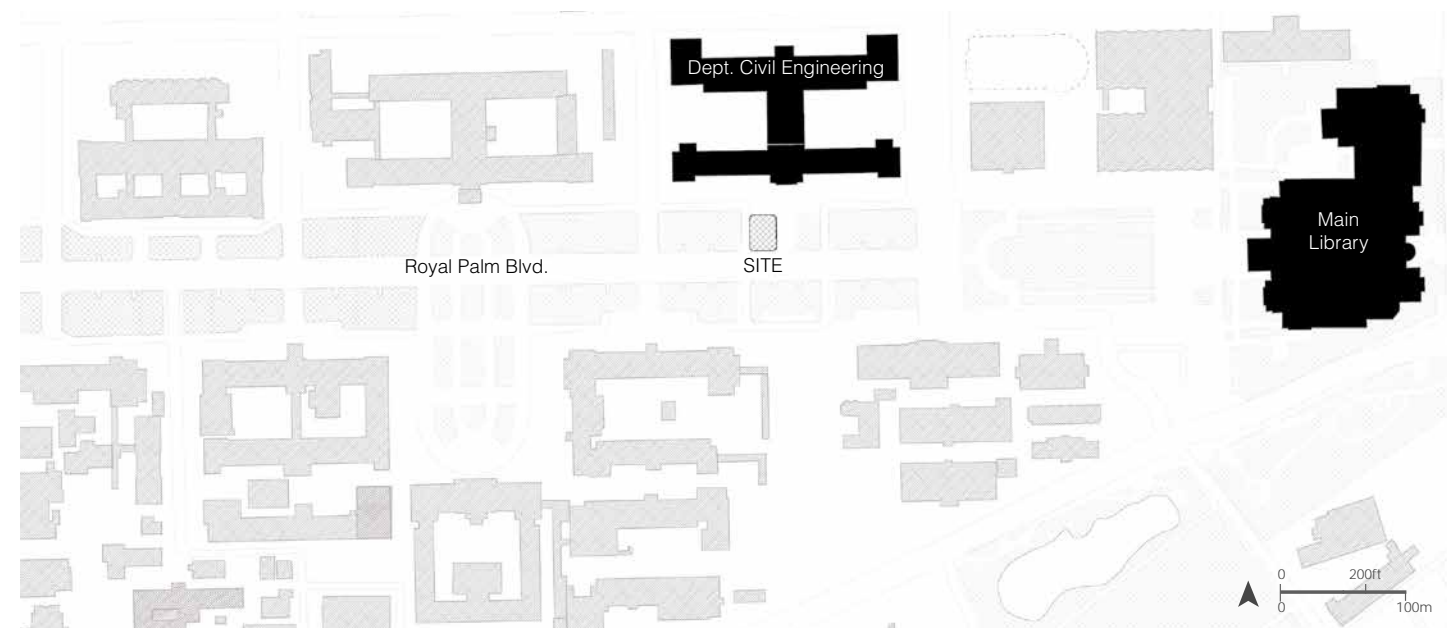
Location: Dept of Civil Engineering, NTU, Taiwan



The bike shed sits in front of the Civil Engineering Dept as a welcoming shelter for bicycles. The project was built in collaboration with the National Taiwan University Experimental Forest, which is dedicated to forest conservation, ecological research and education.

The shed employed Glue-Laminated Timber (GLT) and drought resistant plants as green roof for sustainable engineering. The structure serves as an initiative for integrating academic learning and hands-on practice, while also commissioned as a landmark gift to NTU's 90th anniversary.

I am responsible for designing the rooftop and participated in woodworking as a member of the construction team.



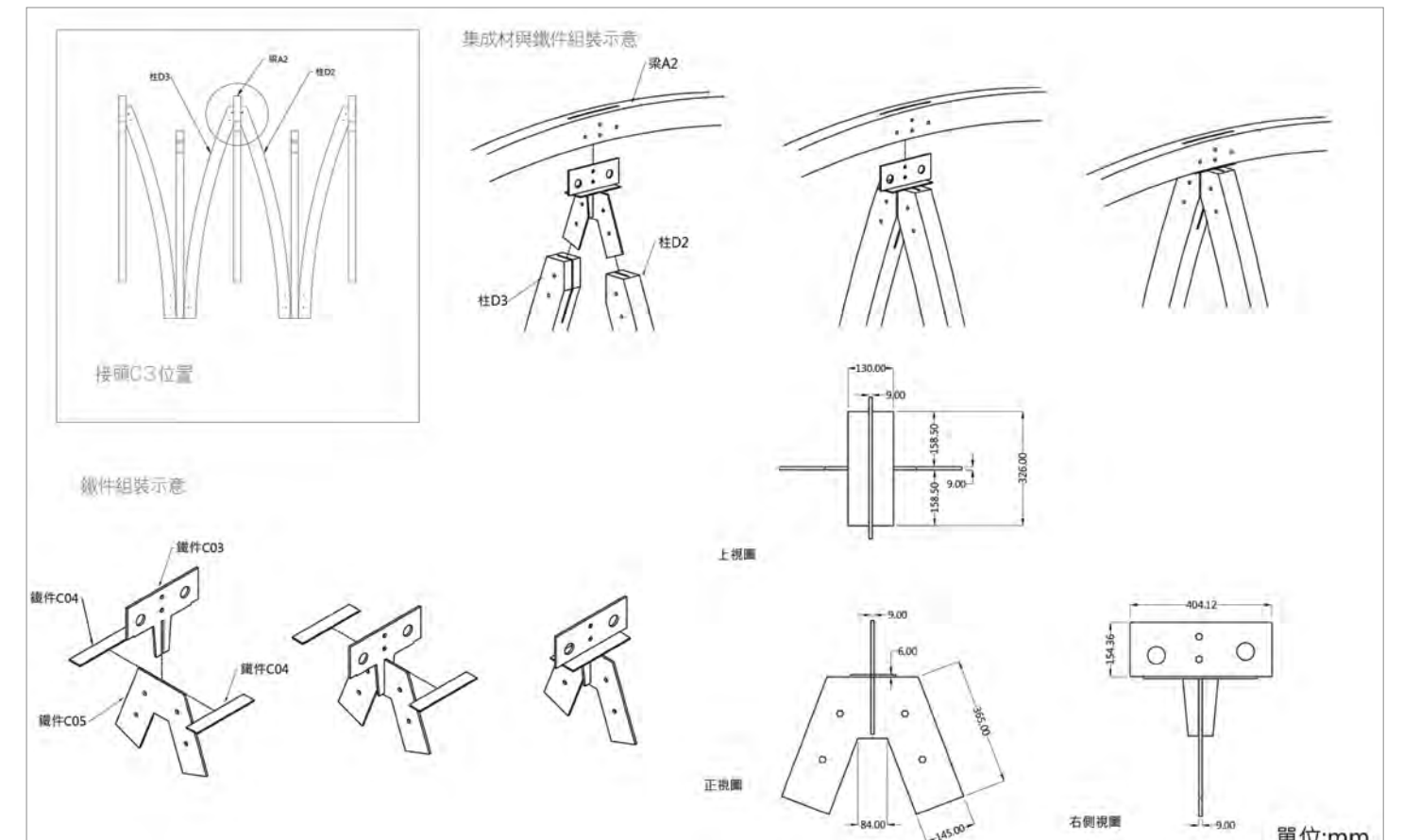
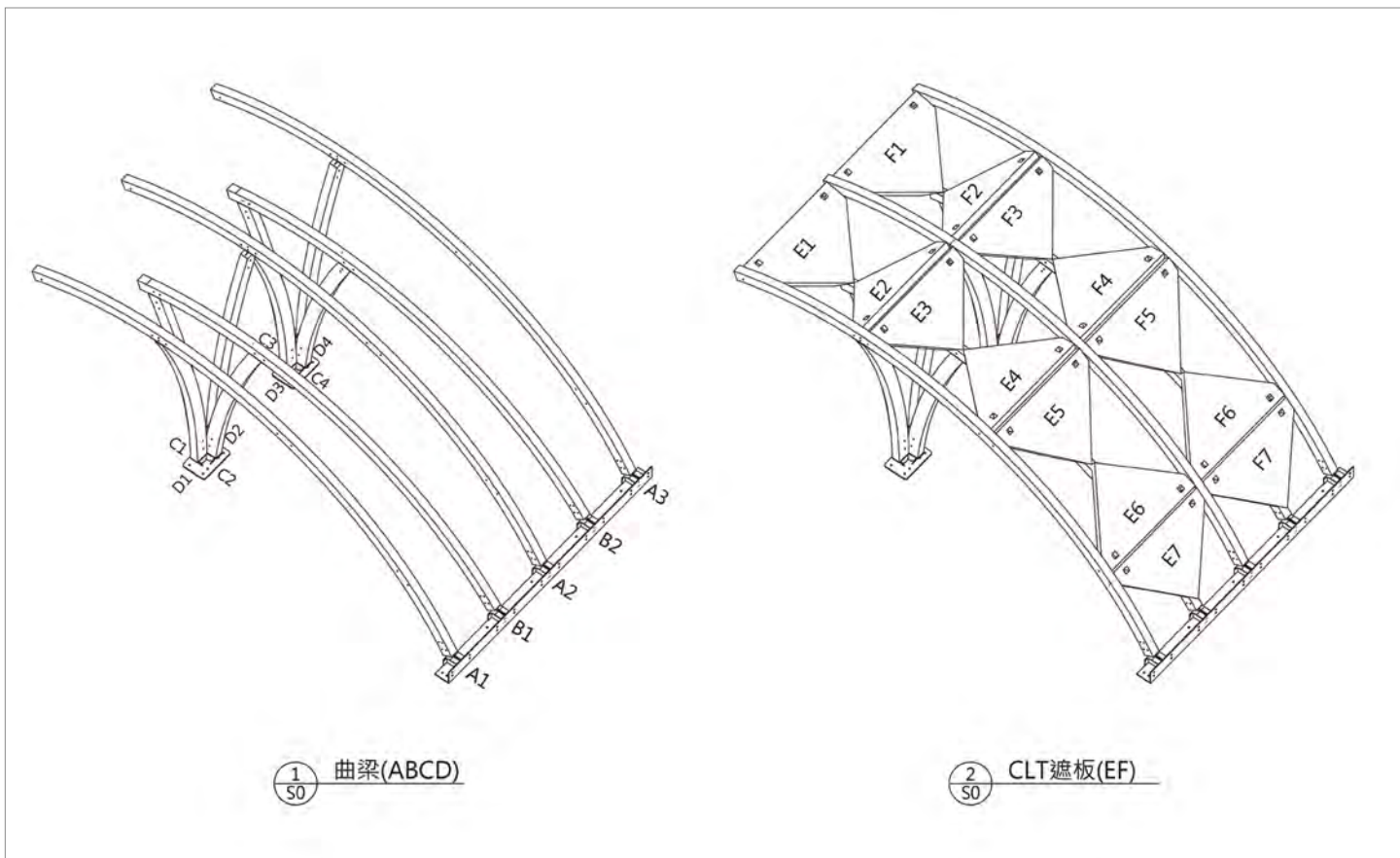
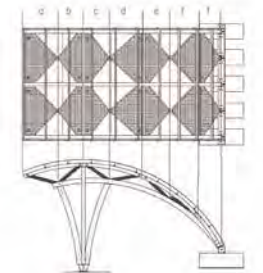
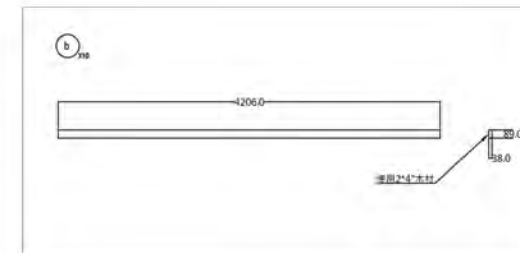
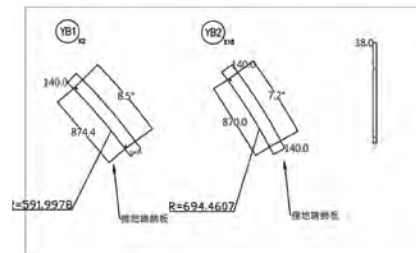
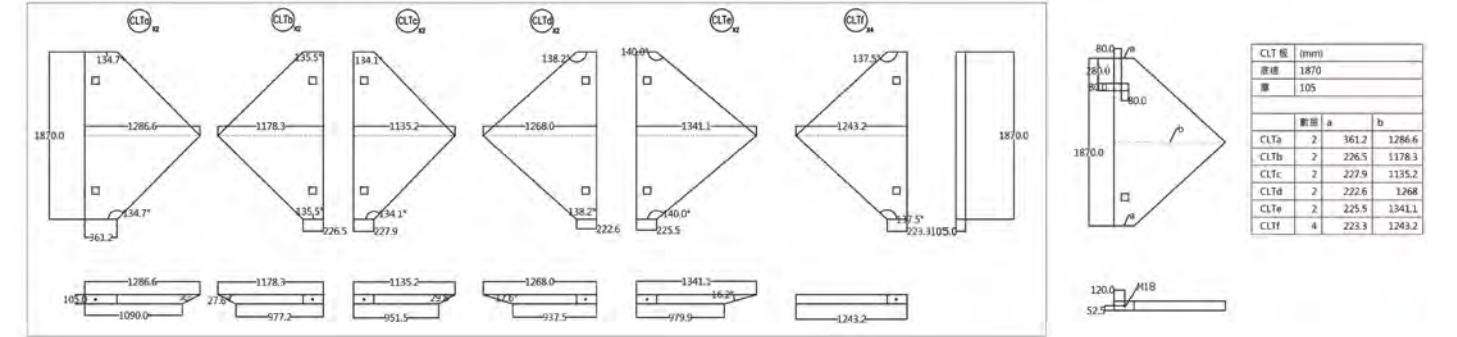
Steel Joint Types

Shed II

NTU Class Project 2020-2021

Teaching Assistant

Location: Civil Engineering Research Building, NTU, Taiwan





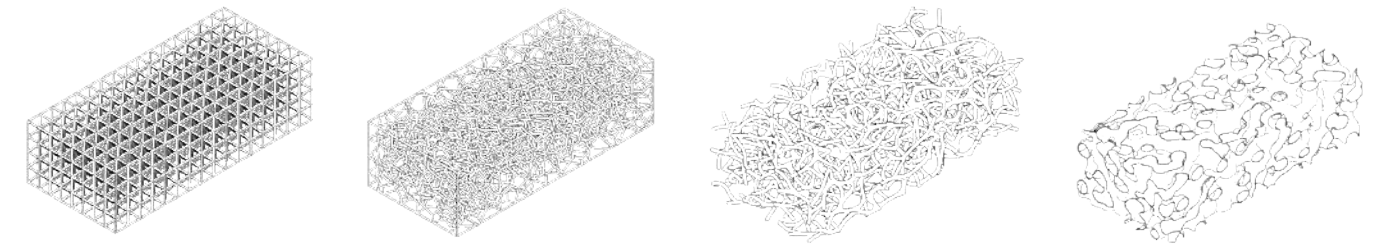
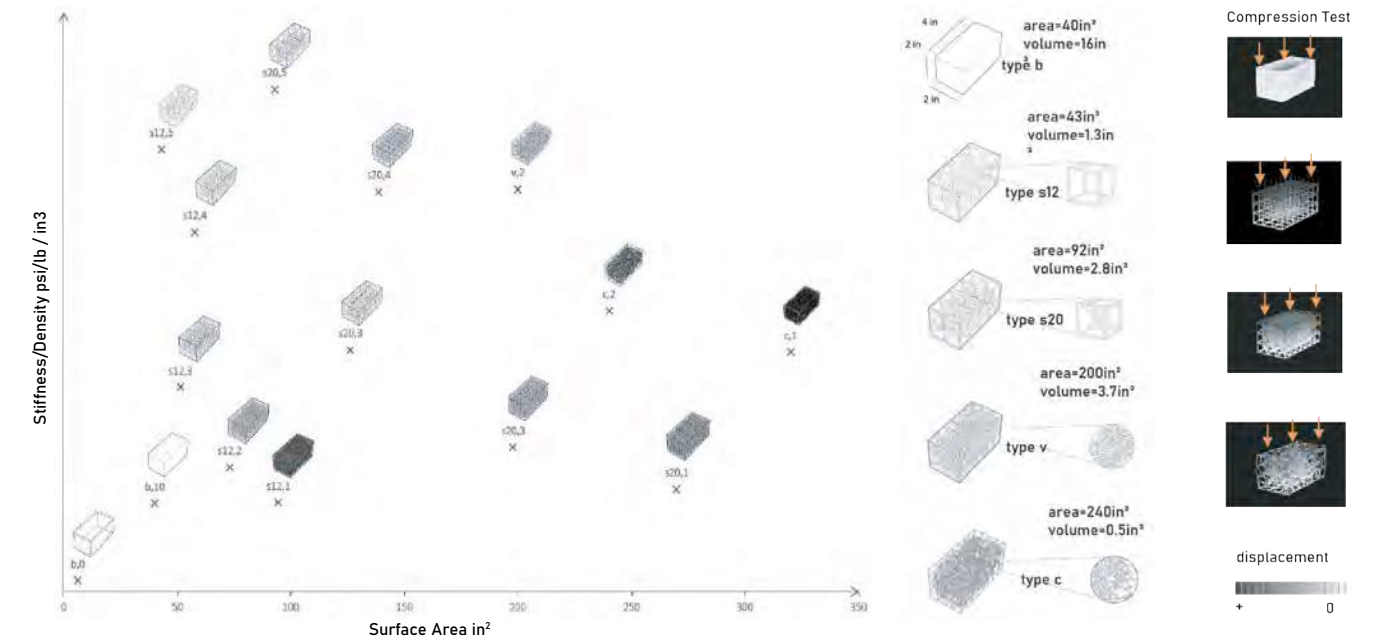
Parakeet Perch

Graduate Student Researcher 2022-2023
With Dr. Maria Paz Gutierrez

Location: Sacramento Valley, CA
Software: Grasshopper, Rhino, PrusaSlicer

P² – Parakeet’s Perch is a house commissioned by 11 parakeets in the Sacramento Valley. This design work explores a context of severe drought/extreme heat/flood prone in the Sacramento valley subject to decay acceleration and microbial growth.

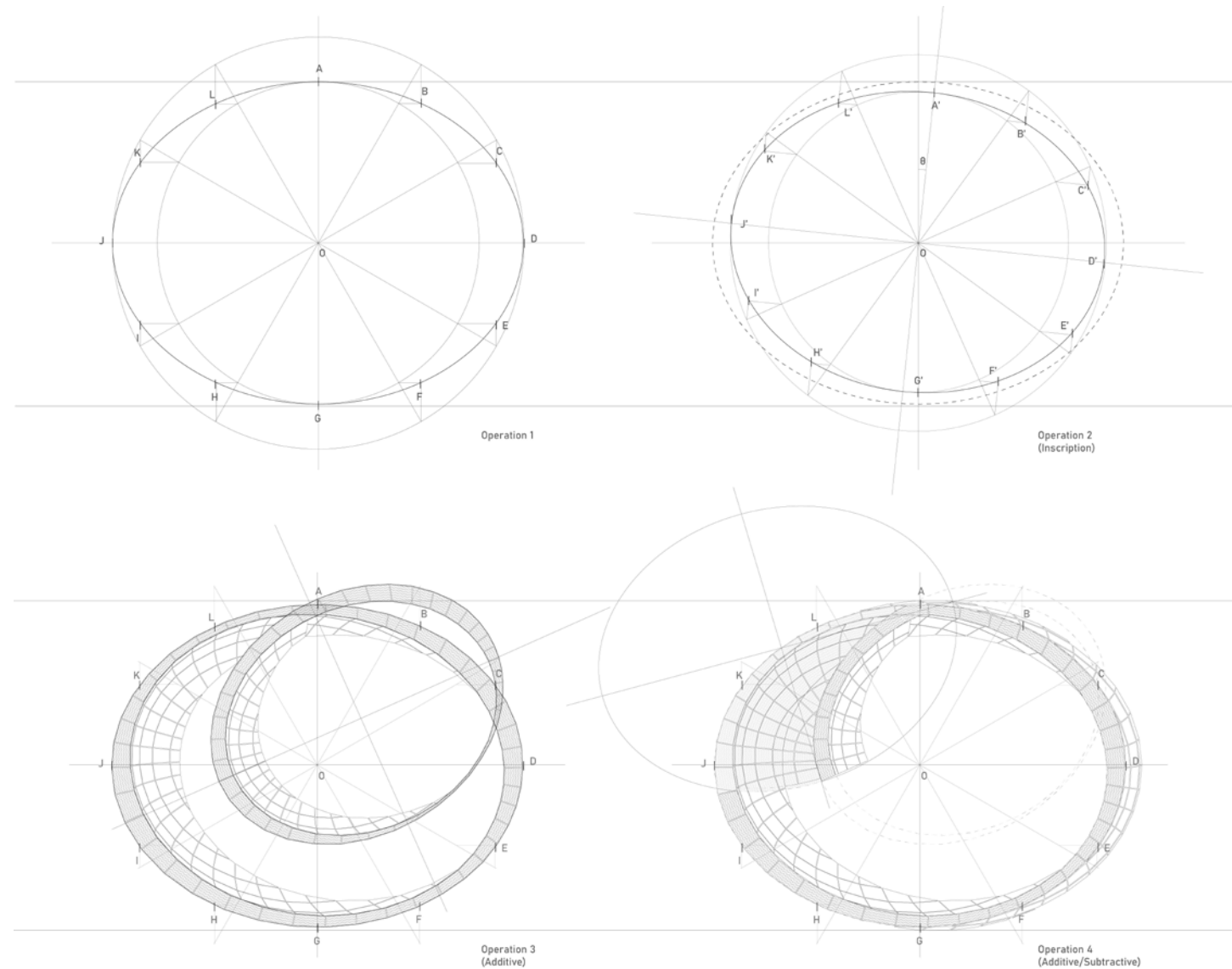
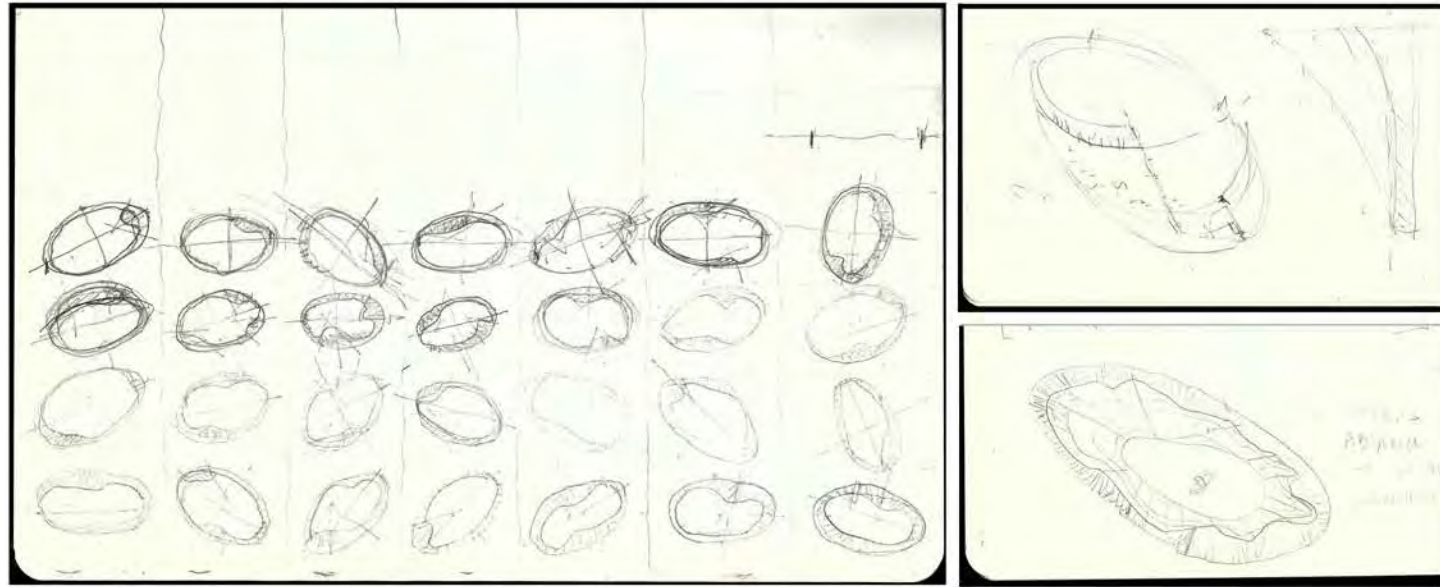
The structure comprises 3D printed lignocellulose scaffolds (cork) that implements porous structures of variable density and orientation to optimize parakeets’ visual stimulus, air flow, and water transport. Earlier studies explored the optimal lattice formation of these criteria, which led to gyroid. A parallel analysis in the lab on controlled weathering and determination of microbial growth is being used to assess the 3D printed cork with a new non-planar/steam agglomeration for high antimicrobial resistance.



Initial Parametric studies of the 3D Lignocellulosic substrates

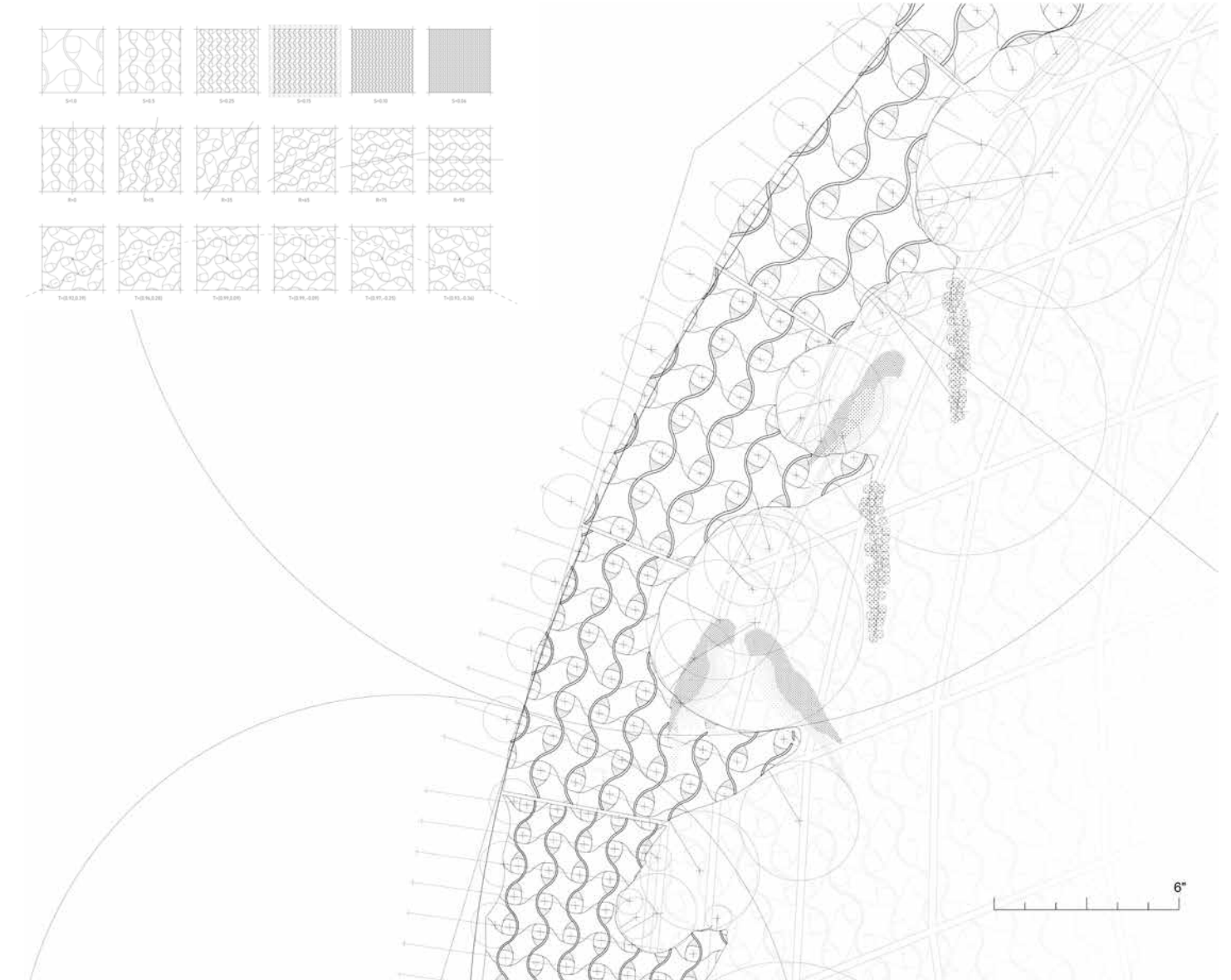


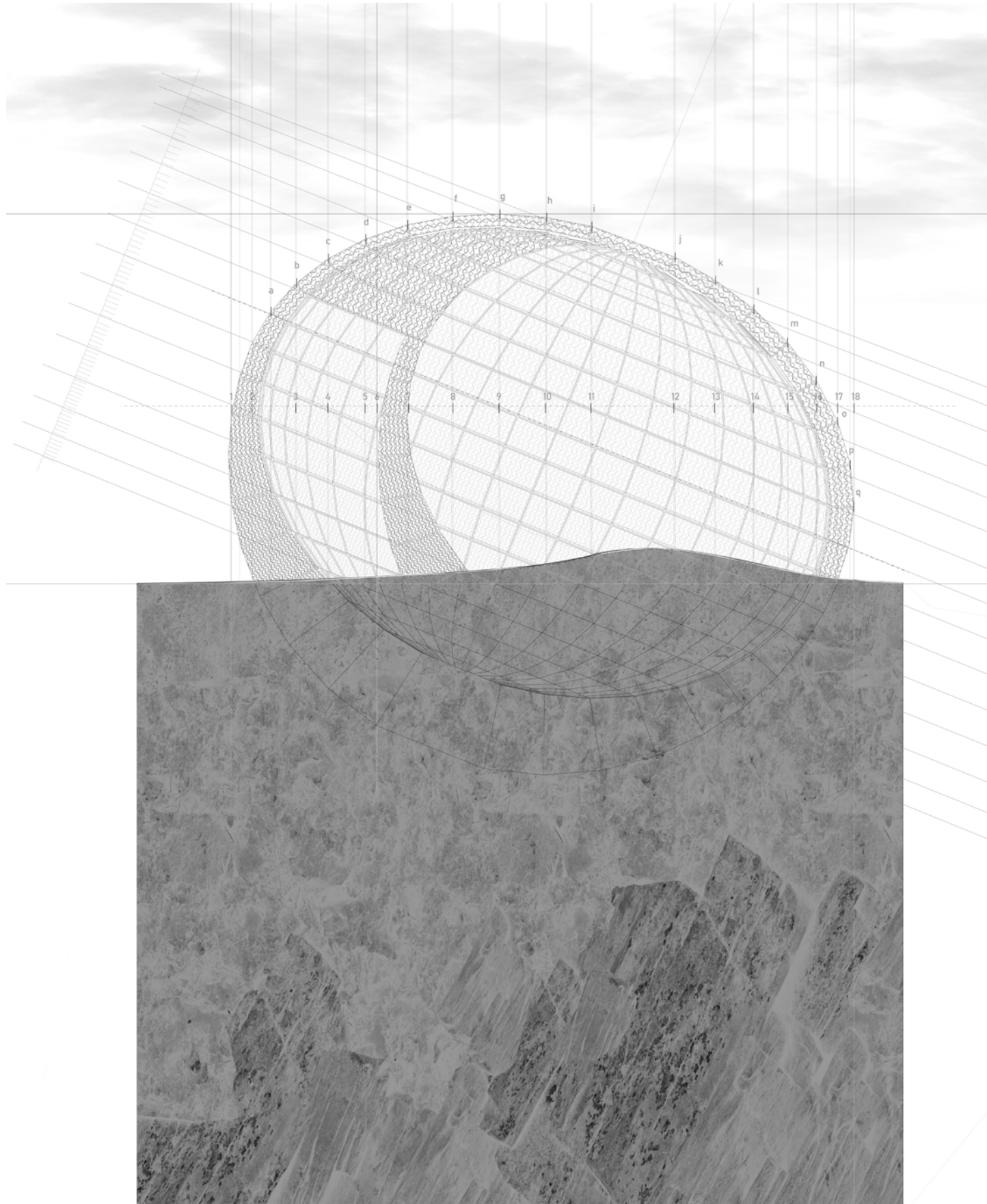
3D Lignocellulosic substrate for optimized lichen growth



The Penguin Pool by Berthold Lubetkin and the Tecton Group in 1934 uses ellipses as a center for interaction of penguins, challenging our notions of the role of a client. Inspired by the egg as the cycle of life of the parakeet's and Lubetkin's work, a series of ellipses nesting creates both positive and double negative spaces.

The research explores geometric generation method for subdivided egg-shell structure with gyroid infill. The tilted ellipse leads to unique size and curvature for each panel, demanding a fully parameterized model and semi-automated pipeline. The gyroid surfaces are created as modular building blocks, or genomes, then inserted as a sub-matrix inside each panel within a larger matrix of rows and columns. For easier assembly, a joint system is implemented by shifting the sub-matrix by 1 and labeled with their row_column number. The process automates panel generation with key dimension inputs, bound limit detector for unprintable panels, material/time estimator, and to further conserve support materials, an optimum print angle algorithm written with Galapagos.





Fog Lab

Immersive Environment Fall 2022

Paul Wang, Wanning Liao, Qingdong Hu

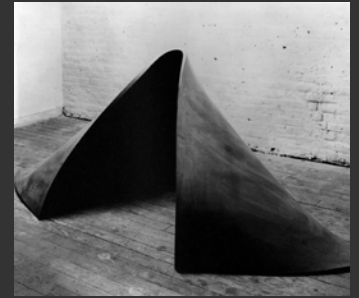
Advisor: Luisa Caldas

Software: Blender, Virtual Baur Wurster(Unity)

Virtual Bauer Wurster (VBW) is an online interactive platform developed by XR Lab in UC Berkeley. Fog Lab, one of the virtual exhibitions featured in VBW, sought to blur the presence of form and visitors, elevating strange encounters within the space. I am responsible for modeling and material shading of the digital environment.

In Antony Gormley's *Blind Light*, participants were immersed in a primitive experience created by the inundated air, whereas the *Blur Building* by DS+R encourages interaction and exploration through formless space. Richard Serra's steel sculpture materialized actions into forms and boundaries.

We carved out spaces with translucent surfaces, then placed cloud/mist video footage to complete the fog-sculpture. The exhibition experiences a gradient of atmospheres, from tranquility to reactive. Players wander lost, spotted and reconvened.



Leftmost: *Blind Light*, Antony Gormley
Second Left: *To Lift*, Richard Serra
Bottom: *Blur Building*, DILLER SCOFIDIO + RENFRO

