

EDUCATION

University of Pennsylvania

Master of Landscape Architecture

Philadelphia, PA

May 2023

- Cumulative GPA: 3.84/4
- Graduate Design: Unsettled Landownership
- Selected Courses: Landscape Design Studio, Landscape and Digital Dynamics, Game Design, Urban Design Studio, Urban Ecology, Ecology and Built Landscapes, Landscape Construction, Plant Cultures

Beijing Forestry University

Bachelor of Engineering in Landscape Architecture

Beijing

June 2020

- Cumulative GPA: 94.1/100
- Graduate Thesis&Design: Urban Park Revitalization in the Context of Stock Development: A Case Study of Xiamen Zhongshan Park
- Selected Courses: Urban Planning, Landscape Design Studio, Landscape Construction, Landscape Restoration
- Honors: Outstanding Graduate (Awarded to top 3%); Outstanding Graduate Thesis/Design (Awarded to top 3%)

RELEVANT EXPERIENCE

POSTGRADUATION

Research Assistant

Southern University of Science and Technology | Materiality Lab: Enza Migliore

Shenzhen

Oct. 2023-present

- **Urban Material Culture:** Collecting and visualizing material and sound data in the urban context, and responding with material designs, to create a multimodal representation of the city's ecology through material and sound
- **Digital Material Clusters:** Building a digital found-material archive through 3d-scanning, photography, and text description, for future design reference, as part of the digital material culture studies, which aims to create human-object encounter through digital technologies and tangible interface.

UNIVERSITY OF PENNSYLVANIA

Unsettled Landownership

Graduate Design: Conspiracy as Method Studio | Instructor: Robert Gerard Pietrusko

Philadelphia, PA

Nov. 2021

- **Conspiratorial Research:** Conducted in-depth research of the power dynamics hidden under the natural disaster of Hurricane Irma which ruined Barbuda in 2017, through collecting historical socio-environmental evidence and drawing connections between social and natural powers.
- **Filmic Design Narratives:** Designed a captivating storytelling experience through a 60-minute film created using Adobe CC, ArcGIS and Rhino.

Landscape Designer Intern

Lowder + Murata Architects | Instructor: Misako Murata, James Lowder

New York, NY

May 2022- Aug. 2022

- **Design research and concept:** Designed from background study, concept, to space design, modeling, and representation for the public space of Ho Chi Minh City Theater in Vietnam.
- **Ideation and communication:** Ideated and closely communicated with associate designer through iterations of draft solutions.
- **Representation:** Created landscape renderings with V-Ray and Adobe suites to represent plant, atmosphere, and program design.

The Vibrant Matters

Game Design Toward Posthuman Relational Aesthetics | Instructor: James Andrew Billingsley, Patrick Danahy

Philadelphia, PA

Sept. 2021- Dec. 2021

- **Computer Game:** Created a computer game using Unity which explored the concept of matter sovereignty.
- **Human-machine Interaction:** Designed and built an interactive installation that utilizing the Arduino and photo-sensor equipments to create a beta world of responsive matters.

Artist Assistant for Aquifer of the Blue

PennPraxis at Weitzman School of Design | Director: James Allister Sprang

Philadelphia, PA

Nov. 2021

- **Installation construction:** Assisted project leader James Allister Sprang in the production of the interactive installation Aquifer of the Blue.
- **Coordination:** Responsible for the daily care and maintenance of the art installation in the studio.

Public Relations

Urban China Collectives at University of Pennsylvania (UCC)

Philadelphia, PA

Sept. 2020- May 2021

- **Organization and coordination:** Organized and planned for UCC Career Talk Series and UCC & DA League Talks webinar, coordinating guest speakers, creating promotional posters, and moderating online forums.
- **Promotion and branding:** Promoted the UCC events through posters and texts via WeChat and email.

Editor (Part-time)

Landscape Architecture Frontiers (LAF) | Director: Lingyu Ran

Beijing

Aug. 2020- May 2021

- **Editing and translation:** Translated and proofread papers for Landscape Architecture Frontiers (Issue 47-48) .
- **Writing:** Authored “Cornelia Hahn Oberlander” for the SGJA Landscape Master section on LAF WeChat public account.
- **Social media platform operation:** Operated the LAF WeChat public account, collected and curated landscape industry news updates, and organized and formatted the “Friday News Highlights” section.

BEIJING FORESTRY UNIVERSITY

Urban Park Revitalization in the Context of Stock Development—A Case Study on Xiamen Zhongshan Park

Beijing

Landscape Designer Intern | Instructor: Wei Guo

Feb. 2020- June. 2020

- **Research:** Researched the genealogy of Zhongshan Parks as a system through case study and genealogy methods, and developed a genealogy diagram of the Zhongshan Park system.
- **Design:** Proposed for the revitalization of Xiamen Zhongshan Park based on the context and the genealogy research of the Zhongshan Park system.

Landscape Designer Intern

Beijing

Turenscape(Beijing) | Director: Yunbo Zhang

Jan. 2020- Mar. 2020

- **Sustainable Design:** Fully involved in the bidding phase of the Beijing-Tianjin Economic Cooperation Demonstration Zone project, creating diagrams and sections for sustainable sponge city design strategies, making 3D model of streetscape details, creating perspective drawings with VRay and Adobe suites for streetscape moments, and conducting economic and technical estimations for the project.
- **Research:** Researched on age-friendly design for residential landscapes through user analysis, typology studies, and other methods, and created a design manual for age-friendly residential landscapes.

Secretary of Learning Department

Beijing

Student Council of the School of Landscape Architecture at Beijing Forestry University

Oct. 2016- Oct. 2018

- **Event planning and organization:** Planned and organized various school-wide cultural and academic activities, creating branded events such as the “Rolling Brain” fun knowledge competition and the “Landscape Reading Month” reading challenge.
- **Writing:** Responsible for the written work of news, reports, hosting scripts, poetry recitation, and other types of events.
- **Coordination:** Hosted national and international academic exchanges and conferences, including the China Landscape Architecture Congress and the Distinguished Lectures at the School of Landscape Architecture.

SKILLS

Geo-spatial Analysis ArcGIS ★★★

Prototyping Figma ★★★

Graphics V-Ray ★★★ || Adobe CC ★★★ || AutoCAD ★★★ || Lumion ★★★ || Enscape ★★☆☆

Parametric Modelling Rhino ★★★ || Grasshopper ★★★

Game&Interactive Unity ★★☆☆ || Arduino ★☆☆

Machine Learning ChatGPT ★★★ || Midjourney ★★★ || Stable Diffusion ★☆☆

Programming C# ★☆☆

Office and Presentation MS Office || Apple Office

Language Certificates TOFEL 104 || GRE 322